

grand theft auto

Vice City

TOP SECRET



PSG 24-7
PLAYSTATION GAMING TWENTY FOUR SEVEN

grand
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auto
vice city



TOP SECRET

Welcome to Vice City

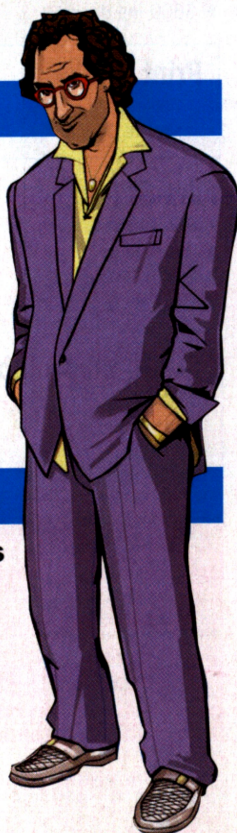
Top tactics, superb secrets and cool cheats. **All this and more** can be found in our exclusive Vice City special. Taking up where other guides leave off, we show you how to complete the game **100%! And when you've done that, we reveal the hidden secrets** which will keep you coming back for more.

Business missions

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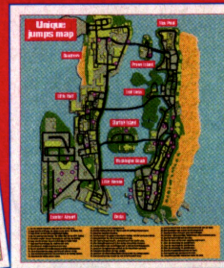


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1000% checklist

If you want to complete Vice City 100% then you need to complete all of the main story missions, the side missions, the business missions and the dozen's of different odd jobs, races and sub-quests. The following check list reveals everything you need to do in order to completely finish the game. Tick 'em off as you go!

Main story missions

Ken Rosenberg

- An Old Friend
- The Party
- Back Alley Brawl
- Jury Fury
- Riot

Juan Garcia Cortez

- Treacherous Swine
- Mall Shootout
- Guardian Angels
- Sir, Yes Sir!
- All Hands on Deck

Ricardo Diaz

- The Chase
- Phnom Penh '86
- The Fastest Boat
- Supply and Demand

Tommy Vercetti

- Death Row
- Rub Out
- Shakedown
- Bar Brawl
- Copland
- Cap the Collector
- Keep Your Friends Close

Side missions

Avery Carrington

- Four Iron
- Demolition Man
- Two Bit Hit

Umberto Robina

- Stunt Boat Challenge
- Cannon Fodder
- Naval Engagement
- Trojan Voodoo

Auntie Poulet

- Juju Scramble
- Bombs Away!
- Dirty Lickin's

Love Fist

- Love Juice
- Psycho Killer
- Publicity Tour

Mitch Baker

- Alloy Wheels of Steel
- Messing With the Man
- Hog Tied

Phil Cassidy

- Gun Runner
- Boomshine Saigon

Business missions

The Boatyard

- Checkpoint Charlie

Ice Cream Factory

- Distribution

Kaufman Cabs

- V.I.P
- Friendly Rivalry
- Cabmageddon

Sunshine Autos

- All vehicles found
- All streets races won

Pole Position Club

- \$600 lap dance

Print Works

- Spilling the Beans
- Hit the Courier

Film Studio

- Recruitment Drive
- Dildo Dodo
- Martha's Mug Shot
- G-Spotlight

The Malibu Club

- No Escape?
- The Shootout
- The Driver
- The Job

Extra missions

Assassination missions

- Road Kill
- Waste the Wife
- Autocide
- Check Out at the Check In
- Loose Ends

Odd jobs

- Firefighter
- Paramedic
- Pizza Delivery
- Taxi Driver
- Vigilante

Checkpoint races

- RC Baron
- RC Bandit
- RC Raider
- Trial By Dirt
- Test Track
- Ocean Beach Chopper Checkpoint
- Vice Point Chopper Checkpoint
- Little Haiti Chopper Checkpoint
- Downtown Chopper Checkpoint

Timed races

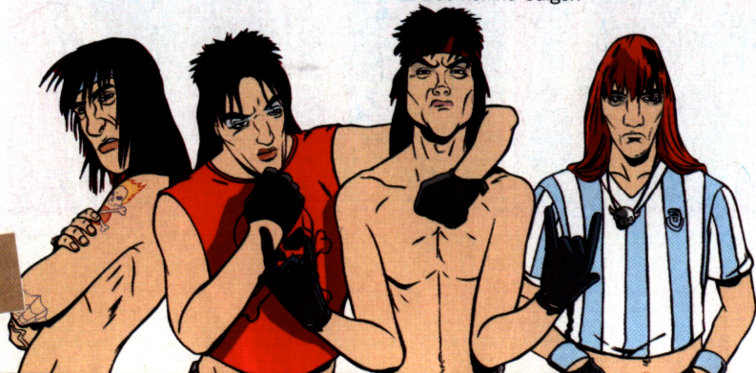
- Hotring Arena race
- Bloodring Arena race
- Dirtring Arena race
- Cone Crazy
- PCJ Playground

Sub-quests

- Purchase 8 properties
- Rob 15 shops
- Complete 35 Rampages
- Perform 36 Unique Jumps
- Find 100 Hidden Packages
- Shooting Range (score 45 points)

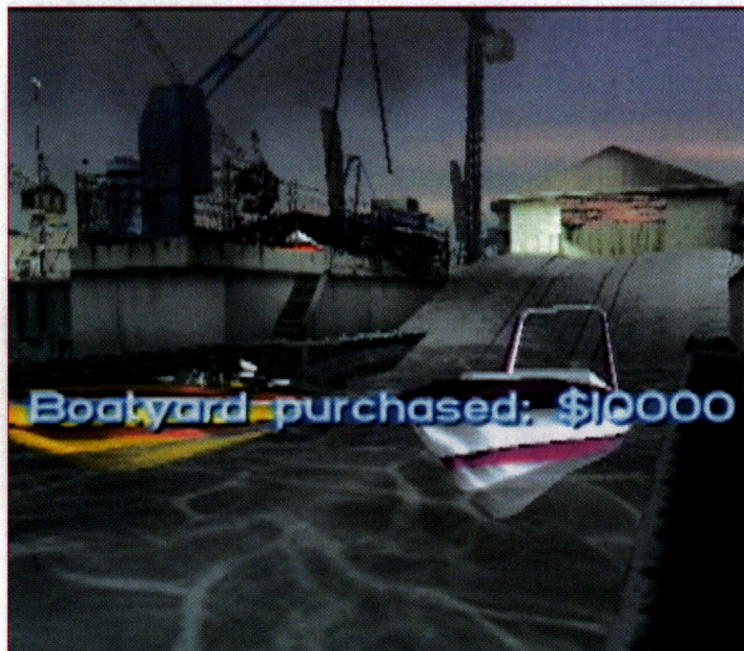
Just rewards

If you've ticked every item on the list then you'll receive infinite ammunition for every weapon, 200 Health and Body Armor, double-strength vehicles and a new Frankie costume which reads "I completed Vice City and all I got was this lousy T-Shirt!!". You can also hire up to three bodyguards who will follow you around. They cost \$1,000 each and you can hire them from the small bar lounge in your mansion.



The Boatyard

The Vice Port Boatyard should ideally be the first business you buy. Costing just \$10,000, it will earn you \$2,000 a day after completion of the Checkpoint Charlie mission.



Checkpoint Charlie

This mission is basically a race against the clock. A number of packages are drifting out in the bay and you need to go and pick them up. Two different boats are available for the job. The one on the right is the slower of the two but it handles slightly better. As with the earlier water-based missions, controlling the boat is not easy. When you want to turn sharply, stop the boat and then apply the accelerator and

the left and right button at the same time. There are several ramps too and you need to hit these square on otherwise the boat will veer off at an angle. Overall, the time limit is tight and there is very little room for error. Good luck!

Having completed the mission once, you can go back and try to beat your own time. The weather gets foggy each time you complete it though, making it more and more difficult to see where you are going.



Complete this race to take full control of the Boatyard

Cherry Popper Ice Cream Factory

Not as sweet and innocent as it sounds. Ice cream is just a front for a drugs den and the Mr Whoopee vans are used to distribute the gear. It costs \$20,000 and will return \$3,000 a day once you've completed the Distribution mission. Note that due to a bug in the game which corrupts your saved game data, you should never save your position at the factory.



Distribution

Once you've purchased the factory, jump in the Mr Whoopee van parked outside and start shifting some of your stash. To begin dealing, pull up by the pavement and press the L3 button. The van's music will begin to play and the Vice City junkies will come over and score some drugs. Your target is to do 50 deals, so you'll need to keep driving around in search of business. Watch out for the cops though. Your wanted level will rise if they spot you dealing. If you receive more than one star then you'll need to visit the Pay 'N' Spray. Use the L2 and R2 buttons to check

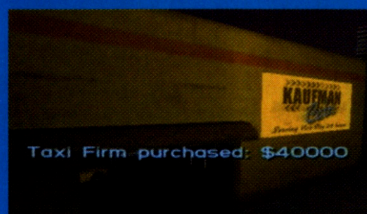
the nearby area for patrolling cops (press both buttons together to look behind), and drive off quickly if you see one. If you get busted, or leave the van, the mission will be over and you'll have to start again from scratch.



You've got to move with the times and give the kids what they want!



Kaufman Cabs



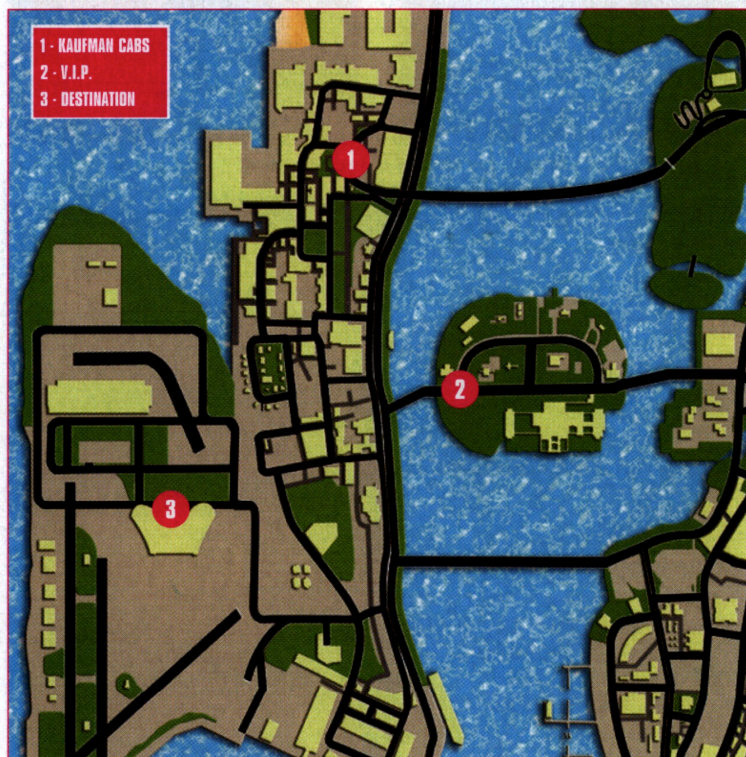
You can purchase this taxi firm for \$40,000 and it will generate \$5,000 a day after you've completed its missions. Note that the business is based in Little Haiti, so expect some trouble from the local Haitian gangs when you come to collect the takings.

Mission 1: V.I.P

Someone of importance calls for a cab from Starfish Island. You have 60 seconds to get over there, but it's not very far so you should make it in plenty of time. When you arrive, a cab from a rival company will cut you up and steal the business from right under your nose. They obviously don't know who they're dealing with here!

Chase after the taxi and either ram it

into submission or drive up alongside and blast it with your Uzi. When enough damage has been caused, the V.I.P will get out of the damaged taxi and jump in the back of your cab. If you like you can put the rival firmly out of business by blowing up his taxi before taking the passenger down to the Airport. He's obviously a very wealthy guy, because he'll pay you \$1,000 for the cab ride.

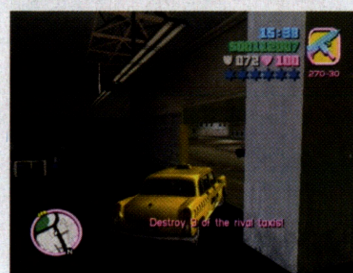


Remember, the customer is king. Try not to run over him!

Mission 2: Friendly Rivalry

This mission is very similar to the previous one, except that this time you need to take out three rival cabs. Providing you've got an Uzi handy and you enjoy a bit of drive-by action, this will prove to be one of the easiest missions in the game. Head to one of the three yellow dots on the map and get in position. They drive quite slowly so you'll

have no problem getting up alongside them. After the first few shots they'll panic and try to escape. Just keep up with them and keep blasting away. One down, two more to go. You know what to do by now. Your earnings for this simple mission will be \$2,000. Just one more mission to go before you complete the asset.



Put the rival cab company out of business for good!

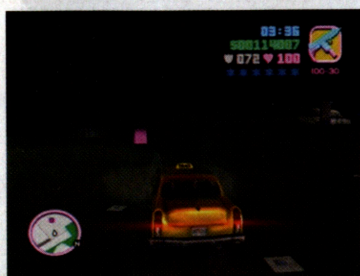
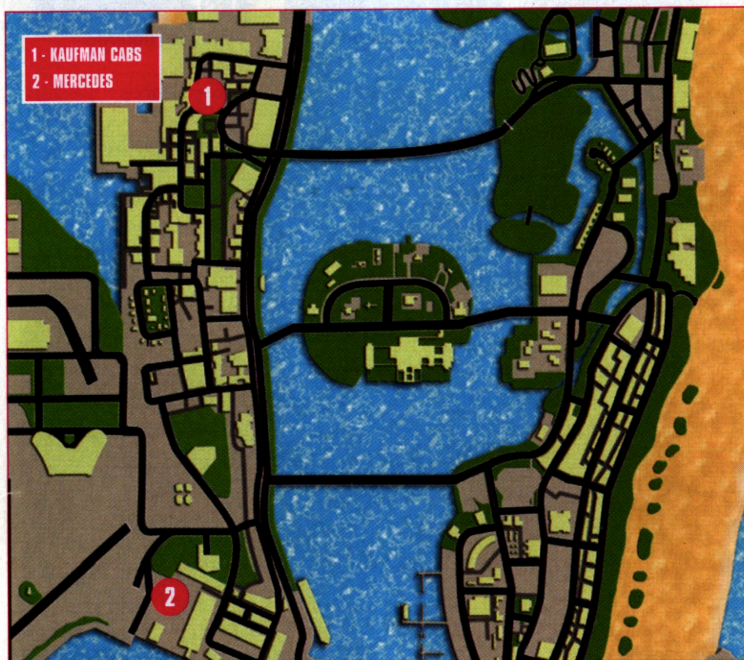
Mission 3: Cabmageddon

The company receives a call from Mercedes. She wants you to pick her up from the Vice Port area. Drive down to the location and press L3 to sound the horn when prompted. It turns out to be a trap, as five cabs from the rival taxi company appear in a bid to put you out of business. The aim is to survive the onslaught for 60 seconds. The cabs will come after you like cops, trying everything possible to write off your vehicle. Don't get out of your car whatever you do. Instead, just hit the accelerator and keep driving around in wide circles. Make sure you drive between the pillars by the garages as this causes the enemy cabs to crash. Don't get too near the water's

edge though.

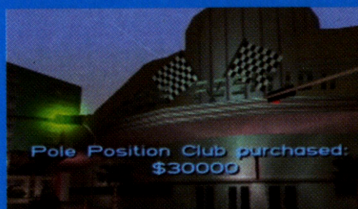
When the 60 seconds are up, the owner of the rival taxi company will turn up in his Zebra Cab and try to finish you off. Providing your vehicle is still in good condition, use the drive-by technique to destroy him. If your vehicle has bit the dust, the best thing you can do is shoot him while trying not to get run over. When his fancy cab catches fire, he'll attack you on foot so just stand your ground and blow his head off.

You'll get \$5,000 for completing the mission, plus a further \$5,000 each and every day after. You'll also find the cool Zebra Cab parked inside the Kaufman Cabs building.



If you've played the original Destruction Derby game on the PSone then you'll know what to expect

The Pole Position Club

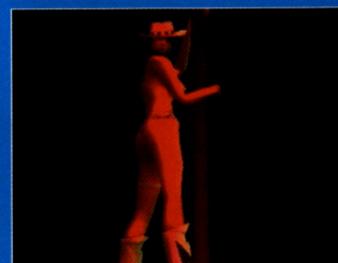
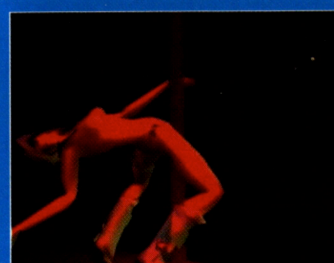
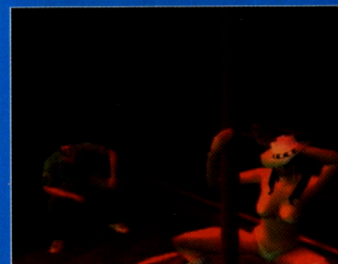
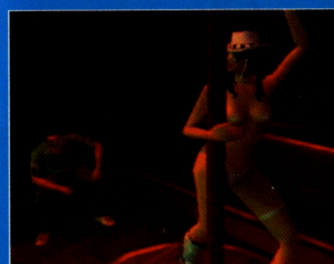
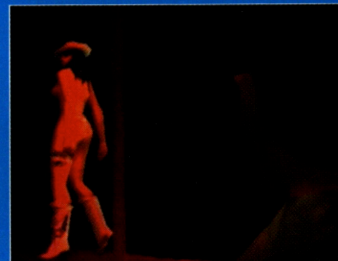
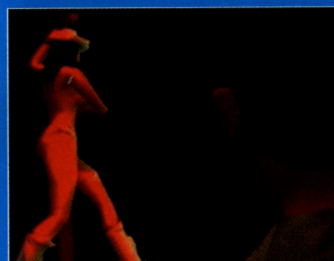
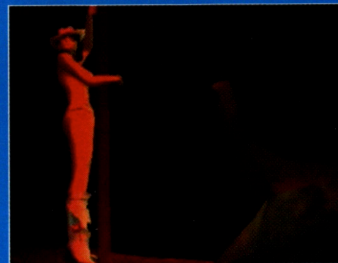
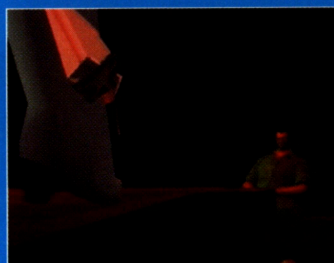


This strip club is located in the Ocean Beach area and will set you back \$30,000. It has no mission as such, but it will earn you \$4,000 a day after you've spent \$600 on the lap dancer in the back room. It takes around 15 minutes for the girl to earn the money while Tommy just sits there, so if the sight of polygonal porn does nothing for you can always go and put the kettle on!

Private dancer

When you have spent \$600 on the lap dancer, the door at the end of the corridor marked 'Management

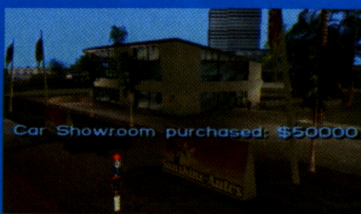
only' will be unlocked. Go inside and you'll be treated to a special strip show from one of the ladies.



You get this special show for free. You own the place after all!



Sunshine Autos



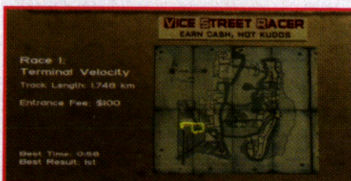
Fancy yourself as a bit of a used car salesman? If so, pop down to Little Havana and purchase Sunshine Autos for \$50,000. You can make lots of easy money by stealing cars on demand. Buying the business also opens up the six street race missions.

Street races

Go down into the garage area behind the showroom and walk up to the map on the wall. There are six races available and you can complete them in any order. Each race has an entrance fee and a cash reward for the winner. Your three rivals are quick off the mark so make sure you turn up at the start line with a very fast car.

Race 1: Terminal Velocity

Distance 1.7 Km
Entrance fee \$100
First place prize \$400



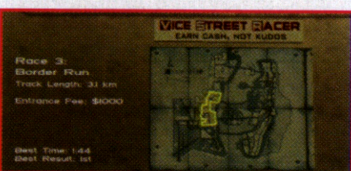
Race 2: Ocean Drive

Distance 2.7 Km
Entrance fee \$500
First place prize \$2,000



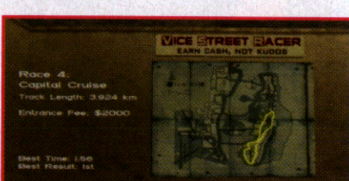
Race 3: Border Run

Distance 3.1 Km
Entrance fee \$1,000
First place prize \$4,000



Race 4: Capital Cruise

Distance 3.9 Km
Entrance fee \$2,000
First place prize \$8,000



Race 5: Tour!

Distance 4.6 Km
Entrance fee \$5,000
First place prize \$20,000



Race 6: V.C. Endurance

Distance 9.7 Km
Entrance fee \$10,000
First place prize \$40,000



Grand Theft Auto

To the right of the street racing map is a list of cars that are required. Go out and steal each car until they've all been ticked off the list. When you've got them all, you'll receive a unique vehicle as a reward and another list will appear. There are four lists in total, and when you've completed them all the business will make a total of \$9,000 a day.



List 1

Vehicles required

Landstalker
Idaho
Esperanto
Stallion
Rancher
Blista Compact

Reward Deluxo

List 3

Vehicles required

Cheetah
Infernus
Banshee
Phoenix
Comet
Stinger

Reward Sandking

List 2

Vehicles required

Sabre
Virgo
Sentinel
Stretch
Washington
Admiral

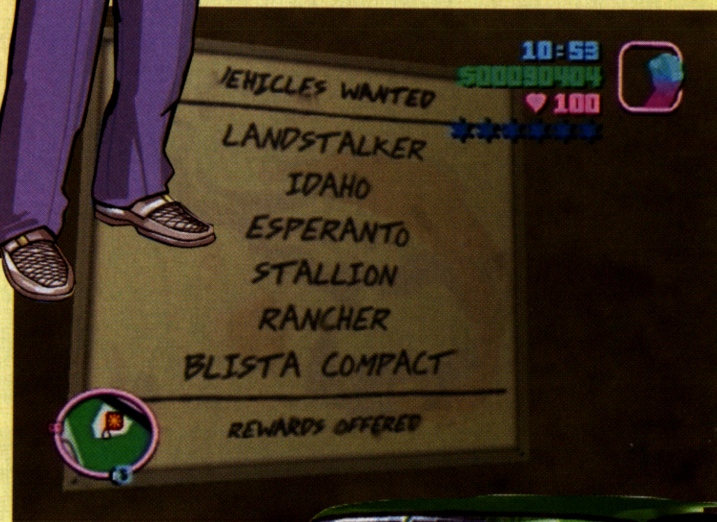
Reward Sabre Turbo

List 4

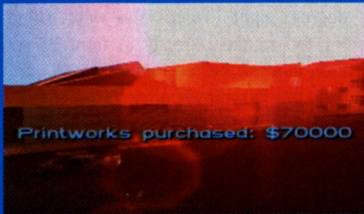
Vehicles required

Voodoo
Cuban Hermes
Golf Caddy
Baggage Handler
Ice Cream Van
Pizza Boy Bike

Reward Hotring Racer



Print Works



The Print Works is based in Little Haiti and it will set you back \$70,000. But once the greens start rolling out the back door you can expect to pick up a tidy sum of \$8,000 a day. Watch out for the Cuban gangs when you come to collect the money though. Note

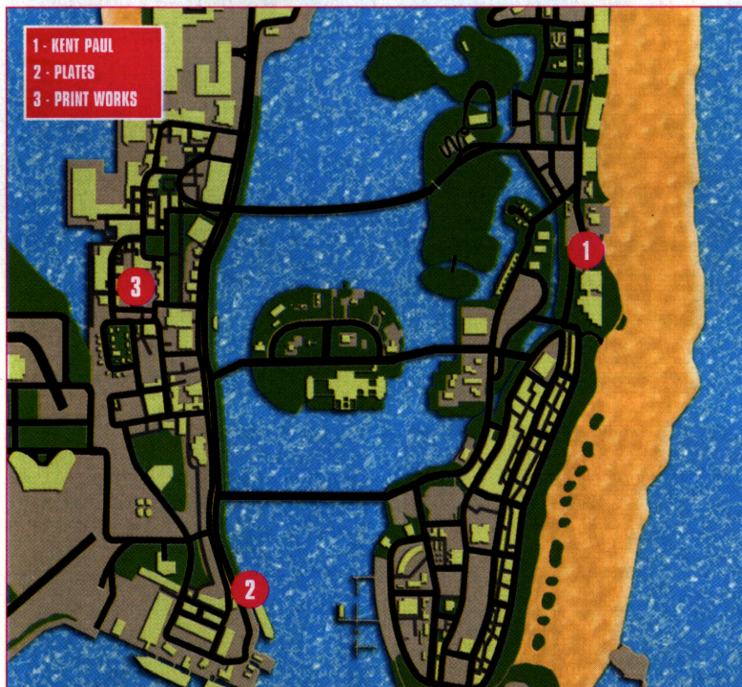
that you must own this business to unlock Tommy's final two story missions.

Mission 1: Spilling the Beans

Rather than merely earning lots of money, Tommy wants to actually make money, as in using paper, ink and counterfeiting plates. Drive (or take the taxi) over to the Malibu Club and twist Kent Paul's arm – literally. He reveals that some pristine plates are due to arrive in Vice Port and points you in the direction of a docked cargo ship. Be warned that this mission quickly turns into a blood-bath, so top up your health and grab

some Body Armor.

The bullets will start flying as soon as you get on board. Move steadily to the stern, methodically taking out each man you come across. Climb the three flights of stairs and enter the doorway highlighted on the map. Once you have the required information, leave the ship the way you came, watching out for any remaining enemies. You can then drive back to the Print Works and collect \$2,000.



Blast your way onboard and slaughter some sailors

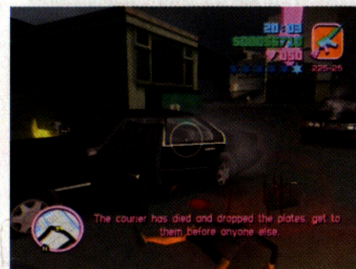
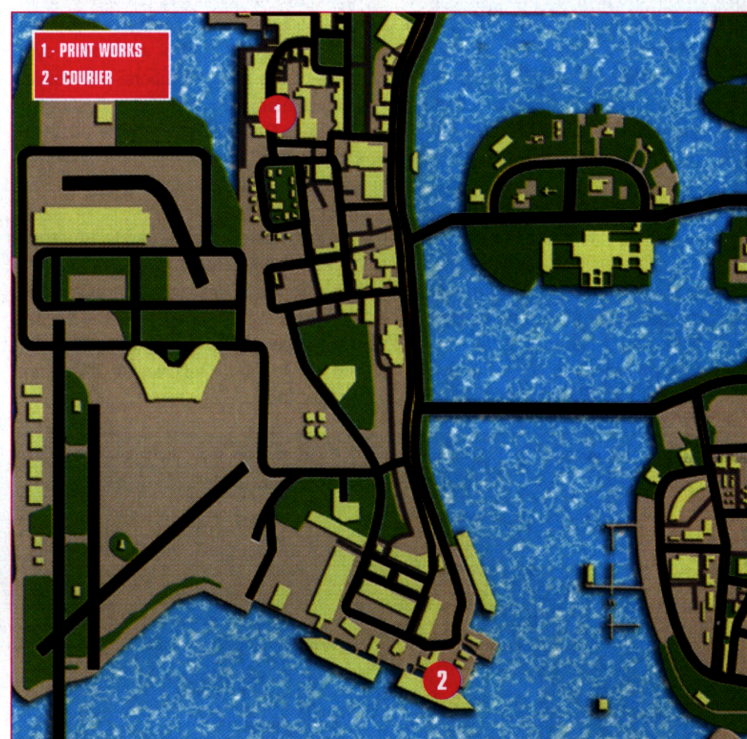


Mission 2: Hit the Courier

It's time to act on the information extracted in the previous mission. The counterfeiting plates are being carried by a female courier who is due to arrive in the docks any time now. Grab a Sniper Rifle and get down there as quickly as possible. Stop just short of the main gates and use the zoom on your rifle to observe the courier's arrival. Her helicopter will land and she'll walk to a black car, which is partially hidden behind a building. You can, however, shoot out the front tyre. This will slow up her escape considerably, allowing you to smash her

car off the road and grab the plates.

An alternative tactic is to park your vehicle across the main entrance and then stand well back. Your blockade won't stop the car for long but you will have enough time to snipe the driver first, then the front passenger and finally the courier sitting in the back seat. Don't bother wasting too much ammunition on her bodyguards – just grab the plates and get them back to the old man at the Print Works. You'll receive a one-off payment of \$5,000 plus \$8,000 a day from now on.

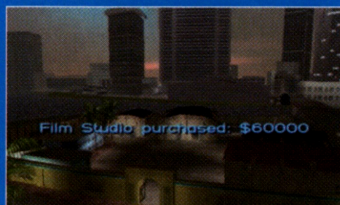


Don't underestimate this gang of female hell cats. They'll scratch your eyes out!



Film Studio

It seems that everyone wants to make movies, and Tommy Vercetti is no exception. The studio on Prawn Island will set you back \$60,000, but once you complete the missions and get some adult movies rolling off the production line, you'll make a healthy \$7,000 a day.



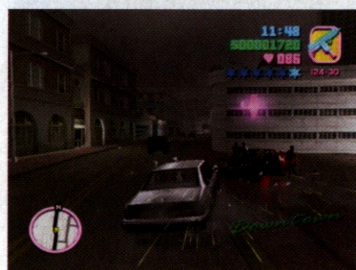
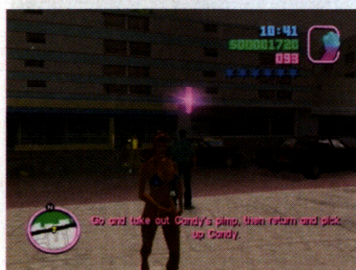
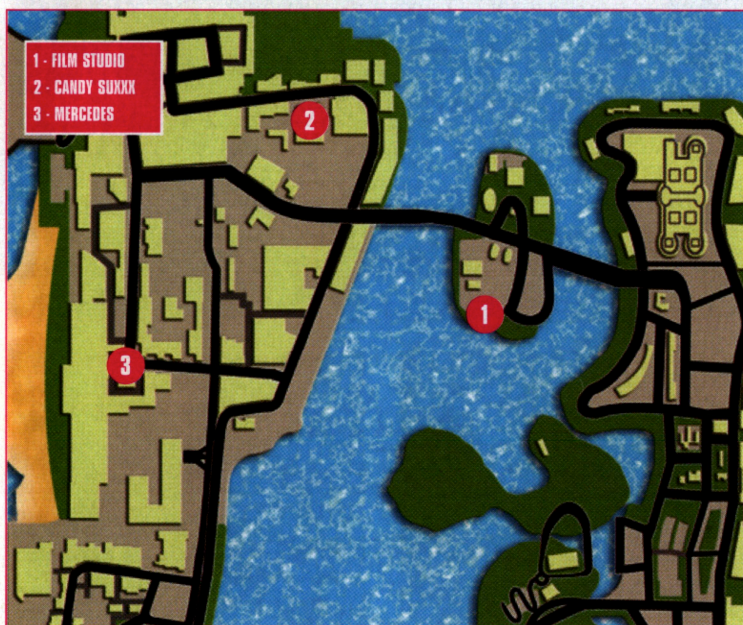
Mission 1: Recruitment Drive

Walk over to the pink dot and meet Steve Scott. Steve's directing an exploitation movie featuring a killer shark and some bikini-clad babes. Tommy wants to ditch the fish and focus on the flesh, and he knows exactly who he wants in the film. Drive into the Downtown area and hook up with Candy Suxxx, the famous porn actress. She wants to star in your film, but her pimp is not exactly thrilled by the idea.

Four guys will jump out of the pimp's car and start blasting you with Shotguns. Don't fight back – jump in a car instead and go after the pimp. Every time you catch him up, he'll stop the car and some

more guys will jump out. It's best to slam into the back of the pimp's car, causing it to spin out of control and knock over some of the gang members. If possible, pull up alongside the car and shoot it with your Uzi. When the car is about to explode, the pimp will get out and take off on foot. He'll run for his life and you can run him over.

Go back and pick Candy up, then drive to the green dot on the map. Walk into the pizza restaurant and talk to Mercedes. She'll follow you to your car and you can drive both ladies back to the film studio. You'll receive \$1,000 when you get there.



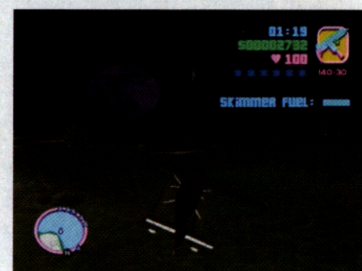
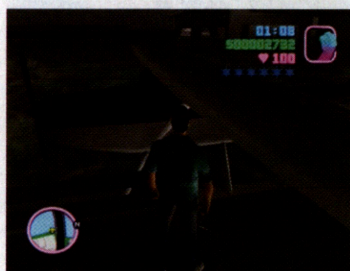
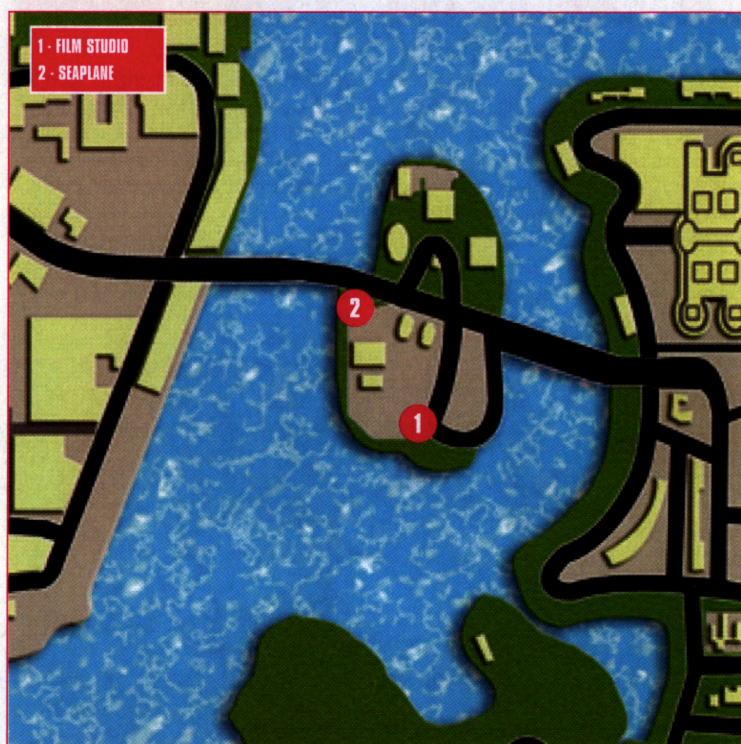
Show these two-bit pimps who's the boss of Vice City

Mission 2: Dildo Dodo

After securing the cast you need to promote the movie. Steve has produced some promotional flyers that you need to drop around town. Leave the studio through the back door and climb into the sea plane. Use the left analog stick to control the plane and apply pressure gently. Any sudden moves and the plane may plummet to the ground.

There are 12 blue markers on the map and you must fly through each one of them. When you hit a blue marker, the flyers will begin to drop and you need to hit the nearby red marker. While you can

go through the markers in any order, the quickest route is to take off and turn 90 degrees right towards the west island. Hit the marker directly in front of you then aim for the red marker. Head north over the Downtown area, flying through two more markers, before turning south and working your way down the island. When you get to Vice Port, turn around again and head north. The final red marker is situated between two tall buildings, but as it's your last it doesn't matter if you crash the plane. The payoff for this mission is \$2,000.



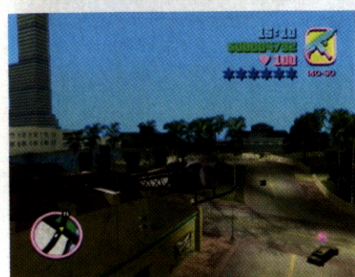
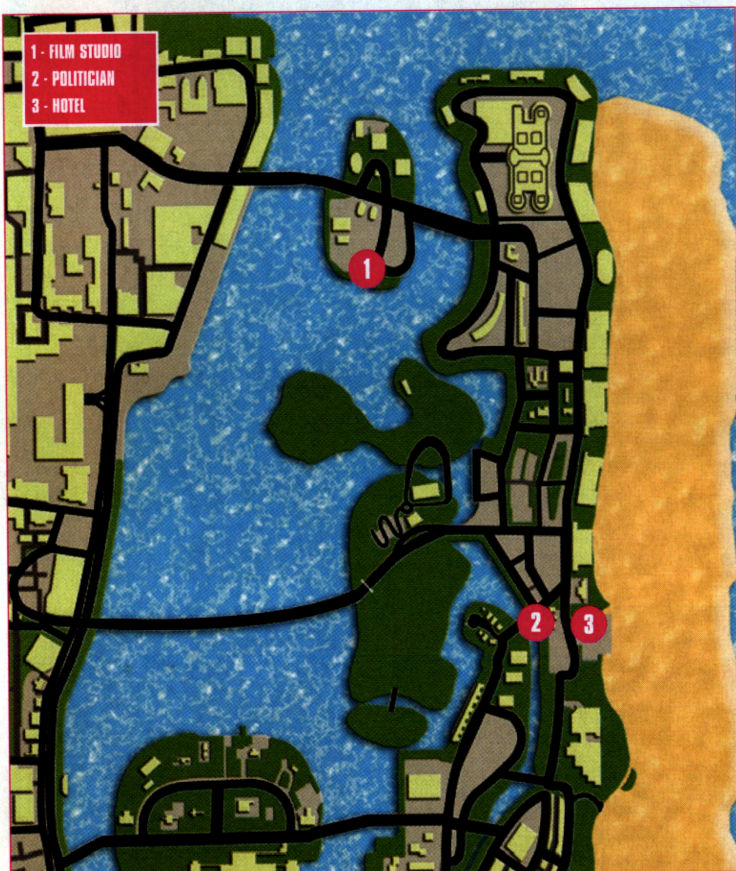
Drop flyers for your new porno picture all around town

Mission 3: Martha's Mug Shot

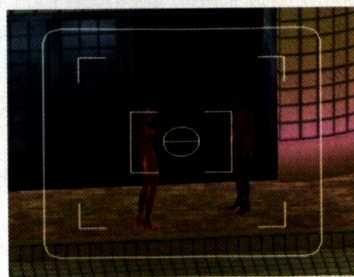
Some pesky politician is trying to get your adult movie operation shut down. Steve suggests that you place him in a sticky situation and take some photos as proof. He is known to regularly require the personal services of Candy, so follow her when she leaves your studio. You are advised to take the Sparrow helicopter, although you can complete the mission by car if you haven't got a head for heights.

The politician will send a car for Candy, which will take her to his apartment. Follow its slow progress (you won't get spotted so there is no need to keep your distance) and then head towards the WK Chariot Hotel when prompted. Go around the back of the hotel and park (or land) on the beach. Walk through the side door and climb up several flights of

stairs. When you reach the vantage point, equip Steve's Camera and take three snaps of Candy and the congressman together. At this point you'll be spotted, and the powers that be will come looking for the photographic evidence. Get a decent gun out (Shotgun or Uzi) and run down the stairs. On the way out you'll meet six shady government types. Kill 'em all and then head out of the hotel. The front of the building is swarming with cops – that's why we told you to park on the beach at the back. If you came in the Sparrow then your return journey should be straightforward, save for some gunfire from the ground. The journey back by car is more difficult – drive north up the beach and then head inland when you reach the dirtbike track. You get \$4,000 for returning the snaps safely.



Capture the congressman with his pants down – literally



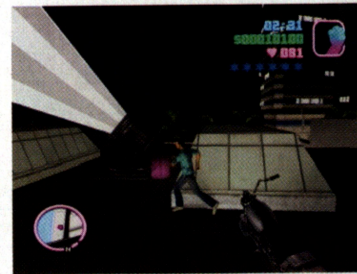
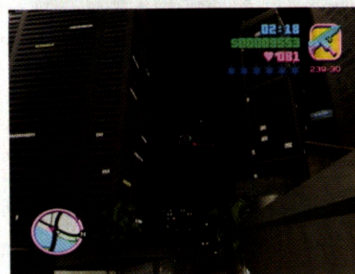
Mission 4: G-Spotlight

The flyers you dropped haven't worked as well as hoped. You need a better way of promoting your movie. Steve mentions spotlights and a plan is formulated. By hijacking a large spotlight you can project a huge advertisement onto one of the tall office buildings. Sounds simple, except that the spotlight in question is well out of your reach. Only by performing some crazy jumps will you be able to reach it.

Take the bike parked by the Film Studio entrance and head to the pink dot. Drive up the steps and enter the office building around the corner. Use the lift to go up and then park on the pink dot. You now need to smash through the window at the far end of the office and land on the building

below. Wheel your bike back and then speed towards the window. Providing you have enough speed, you'll jump the gap and land safely on the building.

That's the first of many jumps that you need to perform, with the technique being the same for all of them. First, ride slowly to the edge of the jump and use the first person view to locate the landing zone. Then reverse back as far as possible before going flat out towards the ramp. Funnily enough, the jumps get easier as you go on, and halfway round a set of steps are lowered so you that don't have to return to the beginning if you fall off. The mission is complete when you reach the spotlight. You'll receive \$8,000 for this fine display of stunt riding.

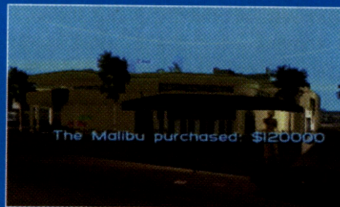


You need a long run-up to clear some of the bigger jumps



The Malibu Club

This exclusive club is the most expensive business in Vice City, costing a whopping \$120,000 to buy. However, once you've completed its four missions you can collect a cool \$10,000 a day. You must also own the club to unlock Tommy's final two story missions.



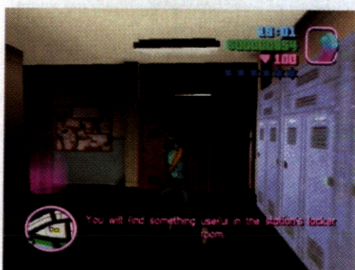
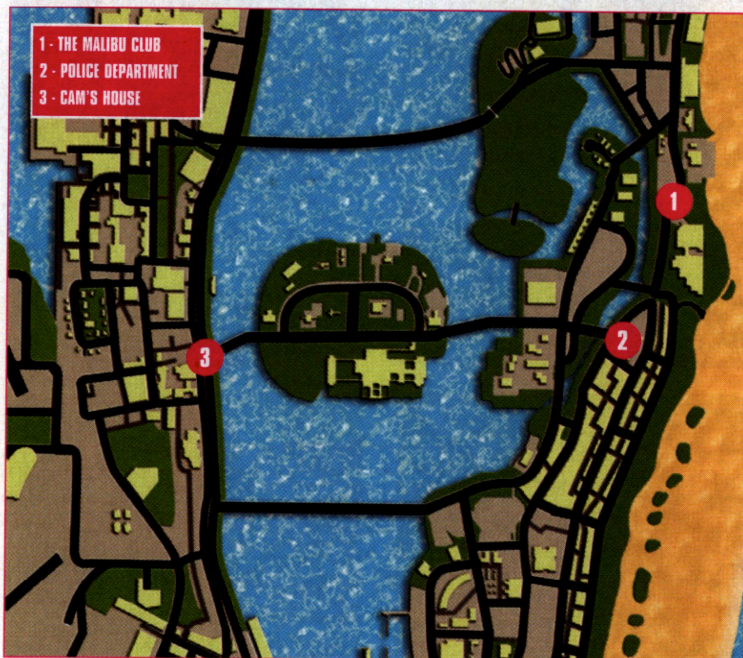
Mission 1: No Escape?

Tommy wants to rob a bank, and he needs to get a gang together. Ken Rosenberg puts forward the name of Cam Jones, an experienced safe cracker. Trouble is, Cam is currently banged up in the local cop shop. If you want him on the team you're gonna have to break him out.

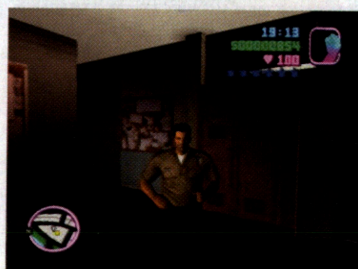
Head down to the police station and park a fast getaway car outside. Before you enter, get rid of any wanted stars and conceal all your weapons, otherwise you'll get busted straight away. Once inside, walk into the locker room on the left and take the Police Uniform. Now go

upstairs and take the Key Card from the far office. Return to the ground floor and take the steps down to the cells. Use the Key Card when prompted, then leg it out of the station as fast as you can! The cops will open fire but don't bother shooting back because Cam nearly always gets caught in the crossfire.

When outside, jump in the car and wait until Cam gets in. If the cops approach first, speed off and circle back round to pick him up. You need to take him back to his place in Little Havana, so head to the bridge and open up your car fully. That's another \$1,000 in the bank.



Bust Cam Jones out of jail and take him back to his place



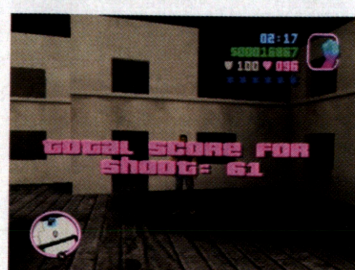
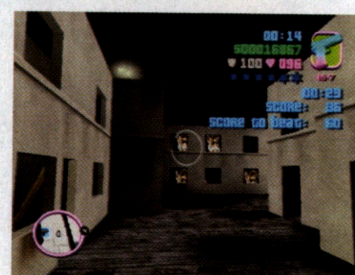
Mission 2: The Shootist

You need to recruit a guy who's good with weapons. Ken suggests Phil Cassidy, supposedly the best gun in Vice City. Drive over to the west island and visit the Ammu-Nation shop in the Downtown area. Head into the back and meet up with Phil.

As is the norm, Phil will only work for you if you can prove yourself worthy. You've got two minutes to beat his score of 60 points. The challenge takes place over three areas, and each one is progressively harder than the last. In the first area you need to shoot dummies.

You get more points for shooting the dummies that are further away, and you have to destroy the dummy completely to claim the points. The next two areas take place in a mock street and you have to shoot the moving targets. Rather than trying to hit all the targets, just concentrate on a specific area. You'll get much more points this way.

If you beat Phil's score of 60 he'll agree to join your outfit. You get \$2,000 too and a call on your cell phone which sets up the fifth and final assassination mission.



Prove yourself on the shooting range and Phil will be your best mate

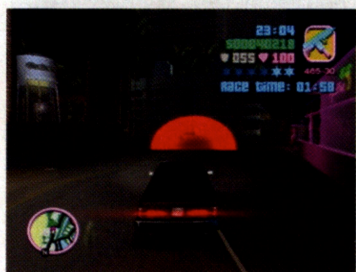
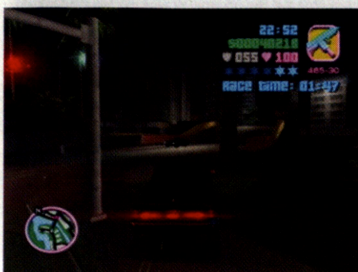
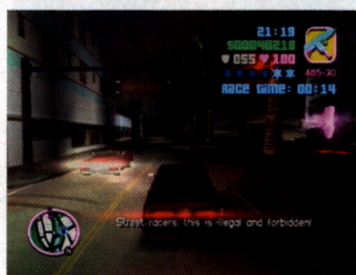
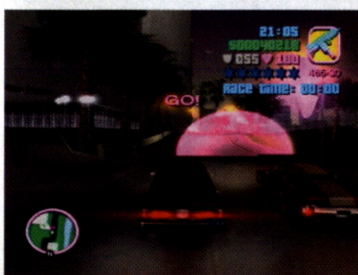
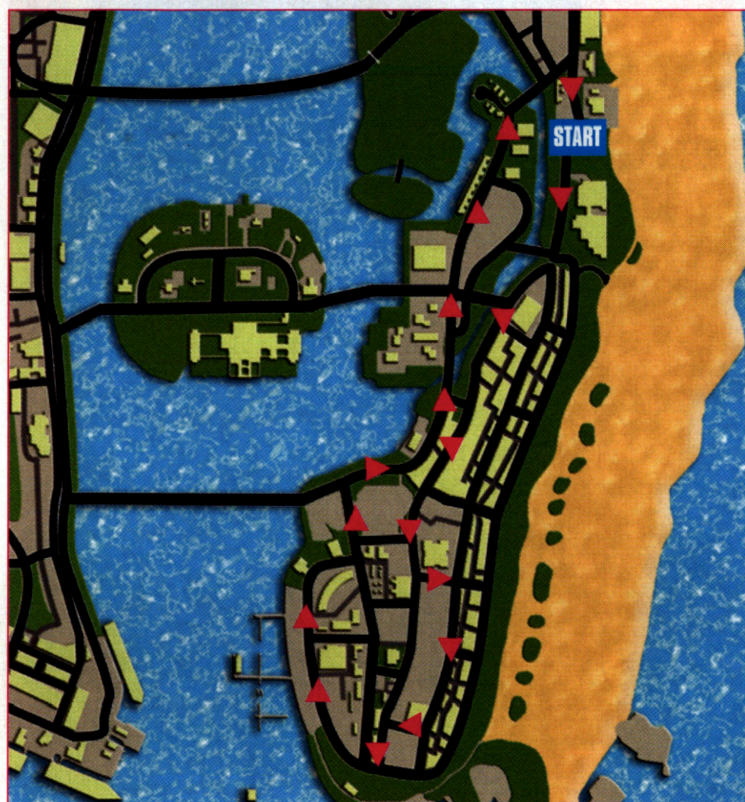
Mission 3: The Driver

You can't rob a bank without a decent getaway driver, so Phil drafts in a speed demon named Hillary. The only problem is that you have to beat him in a race before he commits himself.

The race route goes down to Ocean Beach and then loops back up to the club. It's made harder because you are forced to drive a Sentinel, which is not exactly the fastest car available. However, as with all the races in the game, you can guarantee that your rival

will screw up at least once. Providing you are not too close to get taken out with him, you can ease into first place. The only other concern is the cops. As street racing is illegal, you'll get a two star wanted level from the start. Watch out for any oncoming cop cars and you should be fine.

Get back to the club before Hillary and you'll secure his driving skills for the job. The reward for completing this mission is \$3,000.



Wait for Hillary to crash his car and then take the lead. Easy

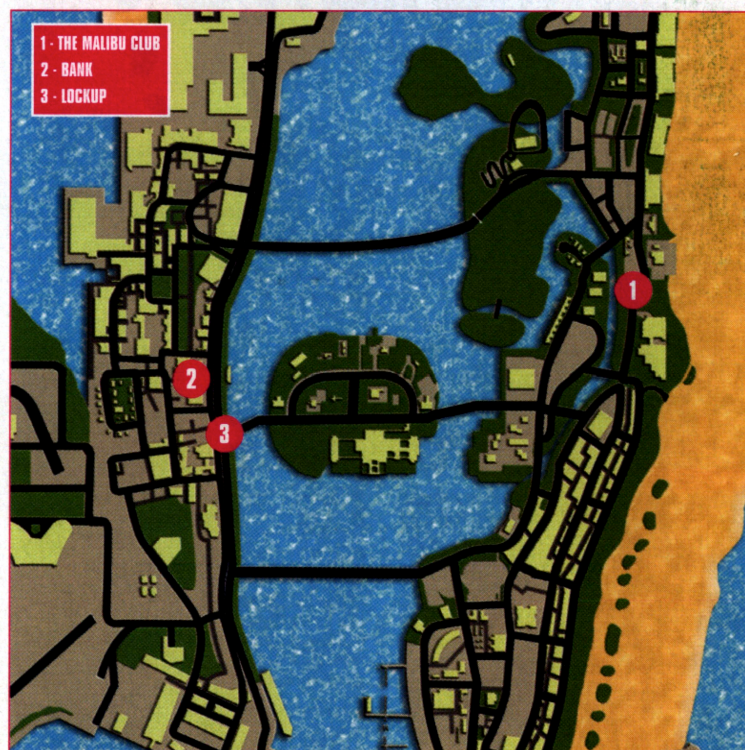
Mission 4: The Job

Now that all the roles have been filled, you can carry out the bank heist. Get in the cab and drive over to the bank in Little Haiti. For the first part of the mission you basically need to go from one point to another. Start by heading over to the bushes and getting your bank robbing gear on. Then head into the bank and get the raid underway. While Phil keeps an eye on the people inside the bank, go upstairs and locate the lift. This will take you up to the safe room. Cam can't crack this particular type of safe without some sort of key, so he asks you to find the bank manager.

Get back in the lift and go down to the first floor. Instead of returning to the lobby, head to the room at the back of the building and grab the bank manager. Fearing for his life, he'll follow you up to the safe room. Leave him with Cam and once again go back down in the lift. At this point, the alarm will sound and a SWAT team will surround the building. Go

to the front door and then scarper back upstairs when the team storms the building. They'll enter through the air vents in the lobby, so go to the lift room and back yourself into a corner. When the police appear, just keep popping away with your Colt Python.

Wait until Phil announces that all the SWAT team members are dead, go downstairs (grabbing the Body Armor from the surveillance room as you go) and leave the bank. After the cutscene, in which Hillary is mowed down, run out from behind the bushes and blast the three cops surrounding the taxi. Now quickly get in the car, making sure Phil and Cam are safely inside, and smash your way through the police barricade. Head to the Pay 'N' Spray as fast as you can, then drive casually to the lockup. You'll get \$50,000 for successfully completing the bank heist, and the club will generate \$10,000 a day. Phil Cassidy's missions will now open up.



The police get angry when you attempt to steal their retirement fund!



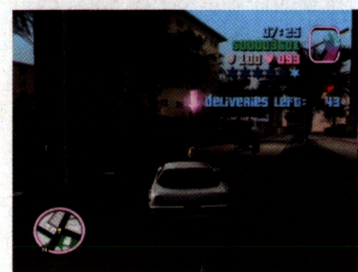
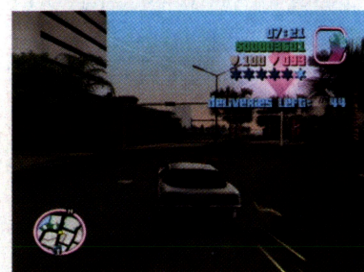
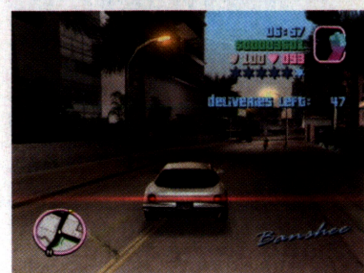
Assassination missions

As you complete the main missions, you'll be contacted on your cell phone by an anonymous caller who names the location of a public pay phone. If you go there, the phone will ring and you'll receive a special job. All of these jobs involve bumping people off and are a good way of making some money early doors.

Mission 1: Road Kill

There's a pizza delivery man riding around town and someone wants him dead. Who are you to argue if you're getting paid for it? The catch is that he's the fastest pizza courier in the west, and you have to hit him before he delivers 50 pizzas. Sounds simple but he'll usually deliver around 10 pizzas

before you even see him. When you do eventually catch up with him, ram into his bike and he'll hit the deck. You then need to run him down a couple of times, otherwise he'll jump back on his bike and continue delivering pizzas! You'll get \$500 for removing this particular link in the fast food chain.



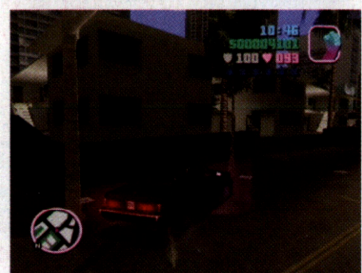
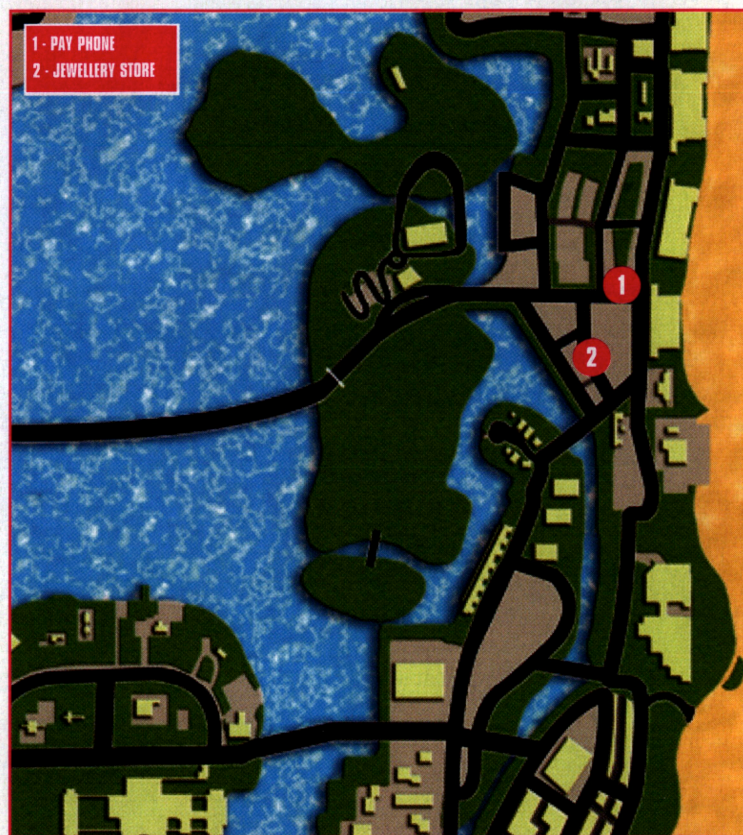
I said no anchovies! Do you hear me? No goddamn anchovies

Mission 2: Waste the Wife

Someone's wife is next on the hit list, and her disgruntled husband wants you to make her impending death look like a tragic road accident. You're advised that she'll be leaving the Vice Point jewellery store, so park up outside and wait for her to emerge. She drives a speedy little sports car so you'll need a car that is fast but durable.

When she drives off, immediately

begin to smash into her car. Ignore her pleas for mercy and try to trap her car in a corner. You can then keep reversing back and ramming her vehicle. There's no time limit, so if she manages to get away just catch up with her and repeat the process. Of course, if you have an Uzi or similar weapon you can drive alongside her and fire out of the window. Your reward for this marriage annulment is \$2,000.



See that the trouble and strife spends no more money on jewellery

Unique Jumps map



1. Use the ramp on the roof to jump over the Film Studio wall.
2. Jump over the canal using the concrete ramp next to The Malibu Club.
3. Jump off the top floor of the partly finished building.
4. Use the concrete ramp between The Malibu Club and the VCPD building.
5. Hit the first wooden ramp as fast as you can and clear the building.
6. Jump over the concrete ramp near the bridge to Starfish Island.
7. Jump over the canal using the small concrete ramp.
8. Clear the street using the metal stairs as a ramp.
9. Use the metal stairs in the alley to jump onto the building opposite.
10. As in the previous two jumps, use the metal stairs as a ramp.
11. Use the wooden pallets as a ramp and land on the building opposite.
12. Use the centre rooftop vent as a ramp.

13. Jump off the roof of the Washington Mall.
14. Use the wooden pallets in the alley to reach the building across the street.
15. Jump from one pier to the other.
16. Use the stairs in the garage to clear the first building and land on the pink rooftop.
17. Jump south from the roof of the multi-story car park.
18. After landing Unique Jump 15, continue forward to hit another ramp.
19. After landing Unique Jump 16, hit a rooftop vent and clear the street.
20. Use the wooden ramp on the Hospital roof to land on the building opposite.
21. Jump from the high staircase and land on the Ammu-Nation store roof.
22. Jump onto the roof with the large spotlight.
23. Jump from the office building window and land inside the building opposite.
24. Use the wooden ramp to reach the roof of the Riverside Pavilion.

25. Use the wooden ramp to clear both the school bus and the house.
26. Use the wooden ramp to jump over the empty canal.
27. Use the small set of steps to jump over the hedges.
28. Jump from rooftop to rooftop, finally hitting a ramp to make the jump.
29. Use the Vice Surf billboard as a ramp.
30. Clear the fence and the street using the portable stairs.
31. Clear the tunnel using the portable stairs.
32. Clear the tunnel using the portable stairs.
33. Clear the tunnel using the portable stairs.
34. Use the elevated platform to clear the fence.
35. Use the yellow sign to jump over the radar.
36. Jump off the portable stairs parked next to the radar.



Hidden Packages map





1. Outside the mall
2. On the ground floor of the car park
3. Behind the apartment building
4. On the first floor inside the mall
5. Inside a first floor shop
6. Next to the water by the bridge
7. Behind the sign on the beach
8. On top of the diving board
9. Behind a wall by the corner
10. Near the driving range
11. In a backyard behind a fence
12. On top of the apartment building
13. Next to Mercedes' house
14. Behind the counter in the jewellery shop
15. Behind the stairs near the pizza restaurant
16. Inside the pizza restaurant
17. At the back of the hotel
18. On the building roof
19. Behind the Malibu Club
20. Next to the swimming pool
21. Sitting on the dock of the bay!
22. Up on the third floor
23. Behind the factory
24. Beneath the bridge
25. Upstairs in the police department
26. By a beach hut
27. Next to the swimming pool
28. On the building roof
29. Inside the small building
30. Next to the bridge
31. On top of the building
32. Near Ken Rosenberg's office
33. Near the swimming pool
34. Beneath the bridge
35. On top of the building
36. Next to the water
37. Inside the underground car park
38. Near the steps next to large house
39. Near the water's edge
40. On the rocks in the water
41. Next to the lighthouse
42. Next to the decrepit house
43. Inside the old building
44. Inside the Film Studio
45. At the end of the alleyway
46. Inside the Film Studio
47. In a sand bunker on the golf course
48. Beneath the bridge
49. On a small island
50. On a small bridge
51. Next to a large house
52. Inside the swimming pool
53. Next to the swimming pool
54. Near Diaz's swimming pool
55. On a path near Diaz's mansion
56. In a car park near the stadium
57. In an alley behind the cafe
58. Inside the funny looking monument
59. Behind a building next to the water
60. On top of building next to the helipad
61. Inside the hospital car park
62. Behind the office desk
63. Behind the hotel
64. At the back of Phil's Place
65. Inside a shed near Phil's Place
66. At the bottom of the steps
67. On top of the building
68. On the steps behind the house
69. On Romero's land
70. On top of the building
71. Behind a fence beneath the billboard
72. Just inside the Air Base entrance
73. Inside the laundrettes
74. Next to the front door of the house
75. Beneath the passenger plane
76. Behind the billboards
77. Inside the small walled area
78. Inside the shop on the corner
79. Next to the billboard
80. On the roof of the tall building
81. Behind the building
82. Inside the main Airport building
83. On top of the main Airport building
84. Inside the main Airport building
85. In the car showroom
86. On top of a passenger plane
87. Between the fuel tanks
88. Beneath the plane in the hanger
89. Beneath a passenger plane
90. Between the two trucks
91. On a building at the Airport
92. On the hanger roof
93. Near a fence by the docks
94. Next to the apartment building
95. Located on the helipad
96. Onboard the large cargo ship
97. Inside the large hanger
98. On a building at the Airport
99. Beneath the Port sign
100. Onboard the large cargo ship

Packages	Reward Packages	Reward
10	Body Armor	60
20	Chainsaw	70
30	Python pistol	80
40	Flamethrower	90
50	Laser Sniper Rifle	100
		Minigun
		Rocket Launcher
		Sea Sparrow
		Rhino Tank
		The Hunter



Rampages map



1. Behind a building near North Point Mall. Use an Uzi to kill 30 gang members.
2. Upstairs inside the North Point Mall. Use a Rocket Launcher to kill 35 gang members.
3. Outside the North Point Mall. Use an M4 to kill 35 gang members.
4. On the beach near the RC Bandit track. Use a Python to kill 25 gang members.
5. Under the bridge which leads to Leaf Links. Use a Chainsaw to kill 20 gang members.
6. By fence next to the water's edge. Use a Mac 10 to kill 35 gang members.
7. On top diving board above hotel pool. Use a Shotgun to kill 30 gang members.
8. Behind Vice Point Hotel. Use a Shotgun to kill 30 gang members.
9. Near Hardware store in Washington Beach. Use an MP5 to kill 25 gang members.
10. On rooftop car park of Washington Mall. Use a Shotgun to kill 25 gang members.
11. Next to large medical building. Use an M4 to kill 25 gang members.
12. Inside grounds of large pink building. Use a Chainsaw to kill 20 gang members.
13. Behind a fence in Ocean Beach. Use a Katana to kill 10 gang members.
14. On the roof of a building. Use a PSG-1 to kill 25 gang members.
15. Near the lighthouse in Ocean Beach. Use Molotov Cocktails to kill 30 gang members.
16. On the beach near the lighthouse. Use a vehicle to kill 30 gang members.
17. Sitting on the dock of the bay! Use a Rocket Launcher to blow up ten vehicles.
18. Next to the Hyman Memorial Arena. Use a Flame Thrower to kill 30 gang members.
19. On top of the stairs opposite the Downtown Ammu-Nation store. Use a Python to kill 25 gang members.
20. Next to a sculpture in the Downtown area. Use a Minigun to kill 30 gang members.
21. At the top of a flight of stairs. Use Molotov Cocktails to kill 40 gang members.
22. Near the Pizza place in the Downtown area. Use a Mac 10 to kill 35 gang members.
23. Behind the large hotel in the Downtown area. Use an M60 to kill 30 gang members.
24. Next to the water near a red bridge. Use a Shotgun to kill 35 gang members.
25. Behind a rundown building. Use a Tec9 to kill 30 gang members.
26. Opposite Fort Baxter Air Base. Use a Minigun to blow up 20 vehicles.
27. On a basketball court. Use a Shotgun to kill 25 gang members.
28. Behind The Vice City Bank. Use a Katana to kill 20 gang members.
29. On top of a building in Little Havana. Use a Sniper Rifle to kill 20 gang members.
30. Behind a large house on Starfish Island. Use a vehicle to kill 35 gang members.
31. On roof of Airport Terminal. Use a Rocket Launcher to blow up 15 vehicles.
32. On top of building in Little Havana. Use a Ruger Rifle to kill 20 gang members.
33. Inside the Airport Terminal. Use a Shotgun to kill 25 gang members.
34. Behind the large orange building. Use Grenades to kill 35 gang members.
35. Onboard a cargo ship at Vice Port. Use a Rocket Launcher to blow up 15 vehicles.

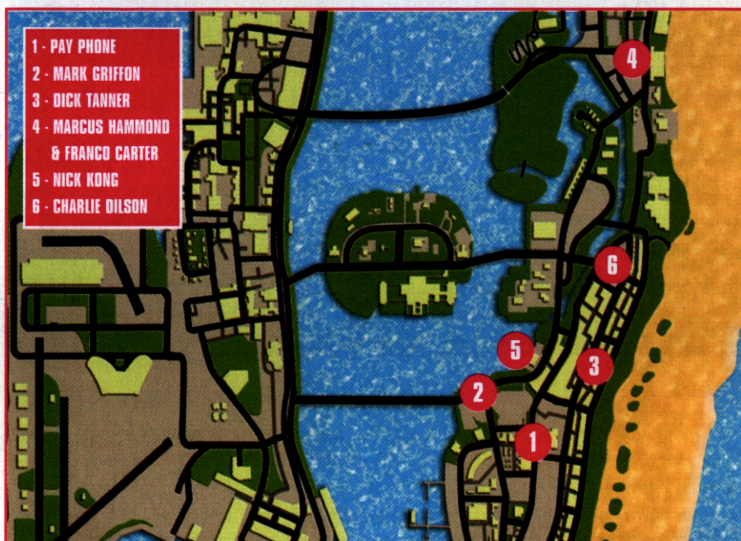
Mission 3: Autocide

This time you get to take out a gang who are apparently planning a bank heist. This is obviously against the caller's wishes. However, you only have nine minutes to take out all six gang members.

Run up to the nearby weapon stash and take the Sniper Rifle and Uzi. Take the bike parked outside and head to the first hit, Mark Griffon. He's working high up on an advertising board. He won't spot you down on the ground, so just pick him off with your Sniper Rifle. Next up is Dick Tanner. You'll find him sitting inside a parked van. Walk into the alley opposite and stand beneath the stairs. Then, using your Sniper Rifle, take him out with a well-placed head shot. The next two targets, Marcus Hammond and Franco Carter, can be found sitting in a jeep near Vice Point. Approach with caution because they have an annoying habit of spotting you. When you get a good line of sight, shoot one then

the other in quick succession. Don't worry too much if you miss one and he drives off in the jeep. Simply jump on your bike and destroy the jeep using your Uzi.

The easiest of the lot is Nick Kong. He's lounging in his boat just off Washington Beach. Stand on the bridge and aim at the boat. Don't worry if you can't see Nick, because you can just sink the boat by shooting it several times. Finally you have to deal with Charlie Dilson. Don't bother sneaking up on him as he's sitting on a motorbike. This bit is similar to the Road Kill mission, except that Charlie is far faster than the pizza man. You'll notice that he sticks to a circular route, so instead of chasing after him, work out where he's going and head him off at the pass. When you've knocked him off this bike, run over him to complete this mission. Grab your \$4,000 payment and get on with the main missions.



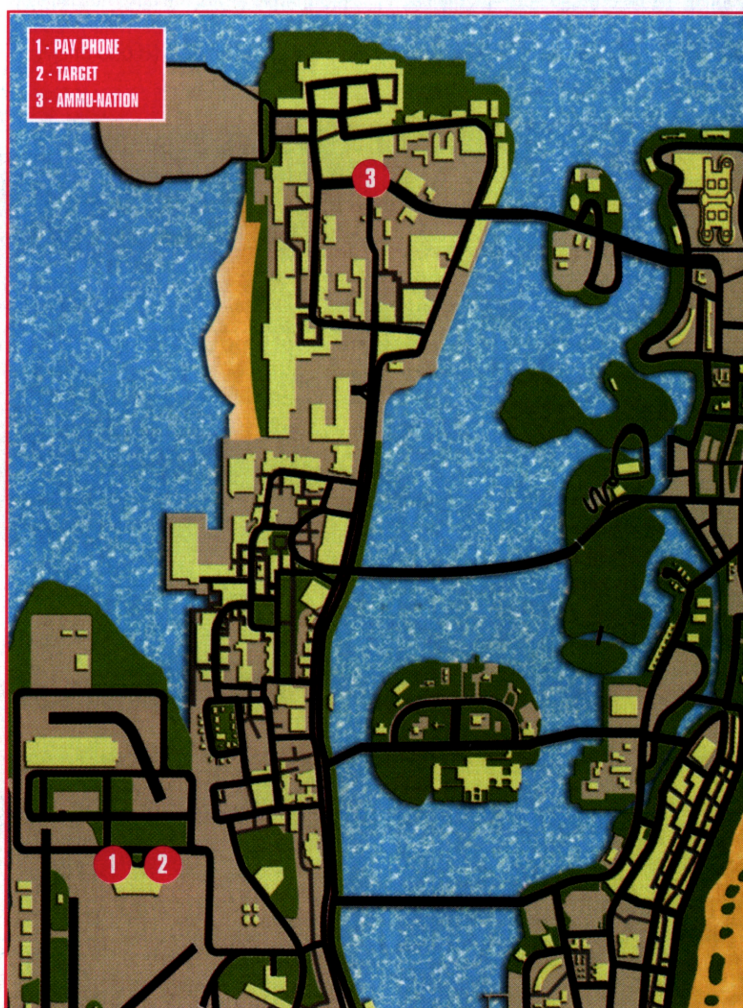
Success in your sights! Snipe your way to victory

Mission 4: Check Out at the Check In

Your target is arriving on a plane at Escobar International Airport. You must kill him and retrieve his briefcase. Due to the metal detector, you can't take guns into the Airport. Thankfully, the caller has placed a Sniper Rifle behind a nearby plant. Grab the rifle and then listen to the caller's instructions.

A young lady will walk down the escalator and chat briefly to your target. Follow her progress from a distance, with the rifle fully zoomed in, otherwise the target will spot you and scarper. When the woman leaves, shoot the target and his bodyguard –

but DON'T shoot the woman. Run over the bodies and grab the briefcase, then leave the airport building as quickly as possible. Both the police and the owners of the briefcase will be after you, so jump in a fast car and head to the Ammu-Nation shop marked on the map. You can stop off at the Pay 'N' Spray garage on the way to get rid of the cops, but the other guys will continue to chase you. Providing you floor it all the way, they shouldn't prove to be too much of a problem. When you reach the destination you'll receive \$8,000 for all your hard work.



Sniping? In an airport? Surely this game will be banned in the US?



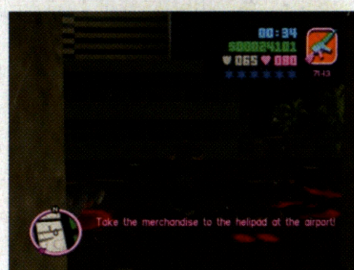
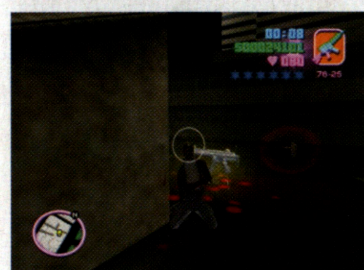
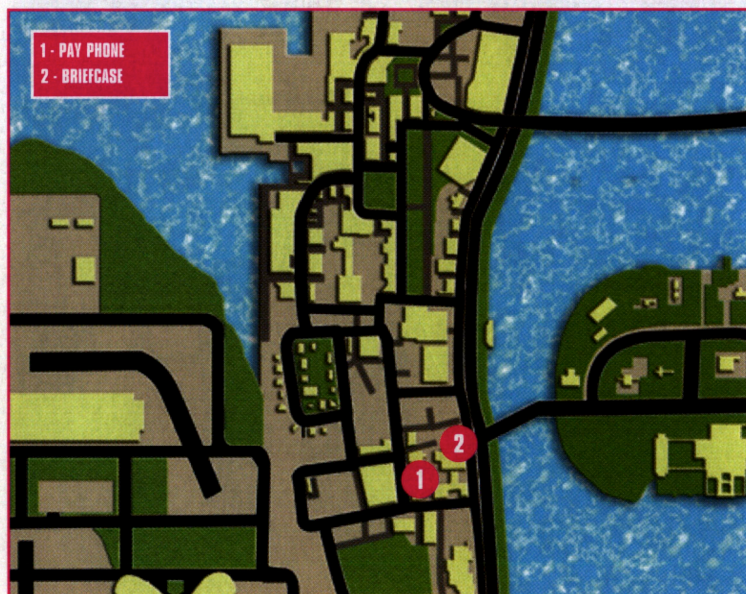
Mission 5: Loose ends

You'll get the call for the final assassination mission after you've purchased the Malibu Club and completed The Shootist mission. Drive over to the west island and pick up the pay phone situated behind the Cherry Popper Ice Cream factory. You'll be told that a deal is going down up on the factory roof, and your job is to retrieve a briefcase. Unfortunately, there are dozens of dudes in black suits making sure that the deal goes smoothly. You'll definitely be needing a Sniper Rifle (or M4 at a push) and some Body Armor for this mission.

You'll come under fire as soon as you approach the factory gates. Don't bother shooting the first two guards – hit the car and blow them up instead. Walk past the wreckage and turn right. Using your Sniper Rifle, shoot the guy standing up

on the metal steps and then target the red barrel. This will blow up the van and take out some guards too. Ignore the steps and run forwards, gathering the guns dropped by the guards. There are lots more guards up ahead, so just take your time and snipe them from a safe distance. When you climb the metal steps up to the roof, watch out for the guy standing on the billboard.

The final assault takes place by the helipad and involves more guards and some guys in casual clothes. Spray them with bullets and then grab the briefcase. Jump in the helicopter and fly over to the airport. Avoid any of the taller buildings by flying as high as possible. The mysterious employer will give you \$16,000 when you arrive at the airport.



Don't take on this small army without plenty of powerful weapons!

Odd jobs

As in GTA III, you can earn extra money by completing the so-called R3 missions. The five available jobs are Taxi Driver, Paramedic, Fire Truck, Vigilante and Pizza Delivery. Successfully complete each job to unlock something special.

Taxi Driver

Climb in a cab and press R3 to start the Taxi Driver jobs. Get in a Taxi, pick up a passenger (they will be marked as a yellow dot on the map) and take them to their destination (a pink dot). You will be paid if you get there on time, with a tip if

you are speedy. You'll receive a further bonus if you successfully drop off five passengers in a row. Don't smash the vehicle up though as your passenger will often get out and walk. Give 100 people a ride and you'll unlock a special feature that makes any cab jump by pressing L3.



Paramedic

Jump in an Ambulance and press R3 to trigger the Paramedic. Simply drive to the scene of an accident, pick up the injured party (or parties) and get back to the Hospital. This would be easy enough except that the Ambulance is incredibly easy to roll over. Only put your foot down on straights and take corners very slowly! The vehicle will only hold three people so on later levels you will need to make multiple stops at the Hospital. Complete level 12 to unlock the Infinite Sprint cheat. This lets Tommy run at full speed without ever getting tired.



Fire Truck

Take a Fire Truck and press R3 to attempt the Fire Truck jobs. The idea is to extinguish burning cars (and later on, burning people) using the hose on the vehicle. Press () to spray water and then move the right analog stick to direct the flow. In later levels the burning cars are moving, making it much more difficult. It's very unlikely that you'll see a Fire Truck driving around, meaning that you'll need to take one from the Fire Station on the west island. Put out enough fires to complete level 12 and Tommy will become impervious to flames.



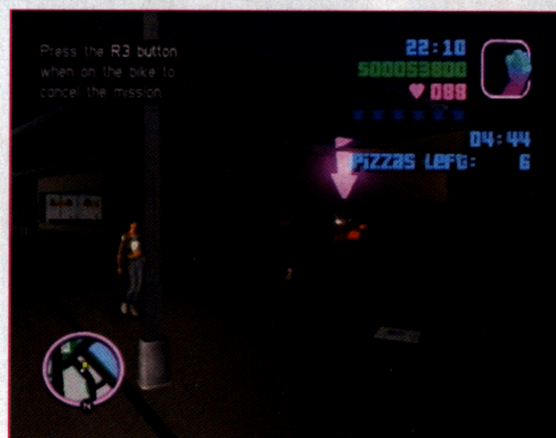
Vigilante

Get behind the wheel of any police vehicle and press R3 to begin the Vigilante jobs. These are by far the most fun R3 missions, as you just have to carve up some fellow Vice City criminals. You can try ramming the target(s) into submission but it's much easier to use the drive-by technique, so make sure you have an Uzi before starting these jobs. It's even easier if you use Rhino tank or Hunter helicopter! Kill enough bad guys to complete level 12 and your maximum Body Armor level will increase to 150.



Pizza Delivery

These jobs are slightly different as you don't need to press the R3 button. Instead, go to a Well Stacked Pizza restaurant and jump on a Pizza Boy bike. You now have five minutes to deliver the required number of pizzas. To deliver a pizza, simply do a drive-by – but instead of shooting the customer throw a pizza at them! Cowabunga dude! If your aim is off you can always return to the restaurant and pick up some more supplies. Deliver enough pizzas to complete level 10 and your maximum Health level will increase to 150.





Checkpoint races

Don't thrash around town without purpose! There are several different races where you can put your driving skills to the test – and earn some extra cash on the side. You need to complete them all if you hope to complete the game 100%. Note that in all the RC races, you can blow up your vehicle by pressing **○**. This is useful if you are doing badly and want to start again.

RC Baron

Just like in Auntie Poulet's Bombs Away mission, here you have to fly a radio-controlled bi-plane. But instead of dropping bombs, you have to race three other planes through a series of checkpoints. To start this race, drive to the multi-storey car park next to the North Point Mall in Vice Point and climb in the Top Fun van parked on the top floor. This can be done at any time – you don't

need to complete any jobs first. The plane is difficult to control, but if you keep your finger on the **ⓧ** button at all times and use the left analog stick to dive through the checkpoints you should be fine. Don't worry if you're lagging behind the lead plane either, because it will always slow down as it passes the construction yard on the right. Your reward for coming first is \$100.



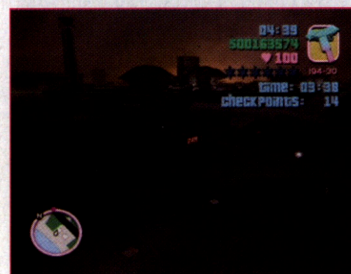
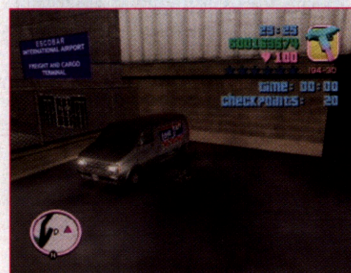
RC Bandit

There is another Top Fun van parked on the beach at Vice Point. Climb inside and this radio-controlled car race will begin. You are racing against three other cars and you need to complete two laps of the track. You'll notice that the track gets thinner towards the end, and hitting the sides will usually spin the car around, so ease off the accelerator as you approach the finish line. Like with the proper cars, you can use the handbrake (R1) to make tight turns. Finish in first place to receive \$100 in prize money.



RC Raider

When you've opened up the west island (after the Phnom Penh '86 mission), drive down to the Airport (specifically the Freight and Cargo Terminal) and jump in the Top Fun van parked there. As in Avery Carrington's Demolition Job mission, you take control of a radio-controlled helicopter. Rather than a straightforward race, you have to guide the chopper through 20 checkpoints. There is no time limit, and the helicopter can only sustain a small amount of damage before blowing, so just take your time. You will be rewarded with \$100 for completing this frustrating task.



Test Track

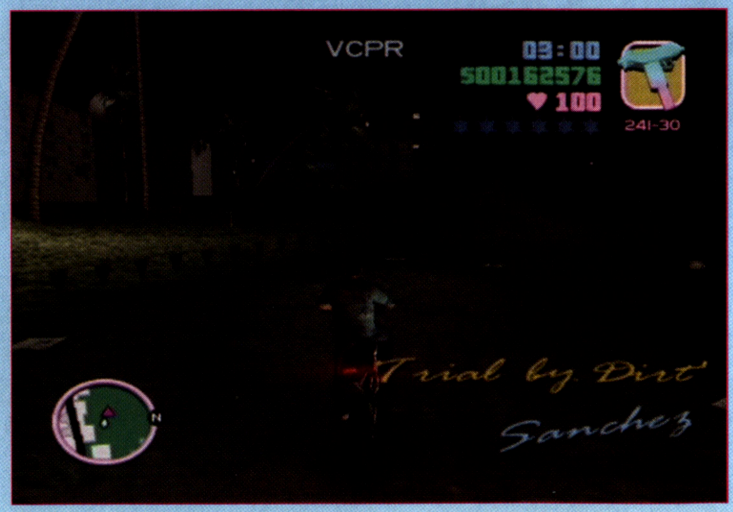
Parked next to the Sanchez is a Landstalker. As with the dirt-bike race, you have to complete two laps of the track. It's much more difficult though because you can easily roll the 4x4 over on the steep banks.

The trick then is to slow right down when going around corners. For increased control, use the handbrake to slow down rather than the standard brakes. You get \$100 for completing the race, and this increases by a further \$100 each time you beat your own best time.



Trial by Dirt

Another race track can be found at the northern end of the west island (it's behind a row of buildings by the water's edge). Jump on the Sanchez dirt-bike parked by the start line to begin the Test Track race. You need to complete two laps of the course, and it always begins to rain towards the end of the first lap, making it harder to control your bike. Another problem comes in the form of rival racers, who'll attempt to put you out of the race for good. But providing you are fast enough they shouldn't pose too much of a problem. You get \$100 for completing the race, and this increases by a further \$100 each time you beat your own best time.



Ocean Beach Chopper Checkpoint

This checkpoint race opens up after you complete Tommy's Rub Out mission. The Sparrow helicopter is located on the roof of an apartment building in Ocean Beach. To get up to it, either use another helicopter or find a fast bike and go to the garage next to the Pay 'N' Spray. Use the steps in the garage as a ramp and you will land next to the helicopter. You'll receive \$100 each time you navigate each checkpoint.



Vice Point Chopper Checkpoint

Opposite the Pay 'N' Spray in Vice Point is a white apartment complex. Enter this complex through the arch and you'll find the Sparrow chopper parked on a grassy area (note that you must have completed the Rub Out mission for it to appear). You'll receive \$100 each time you successfully navigate each and every checkpoint. Watch out for those palm trees!



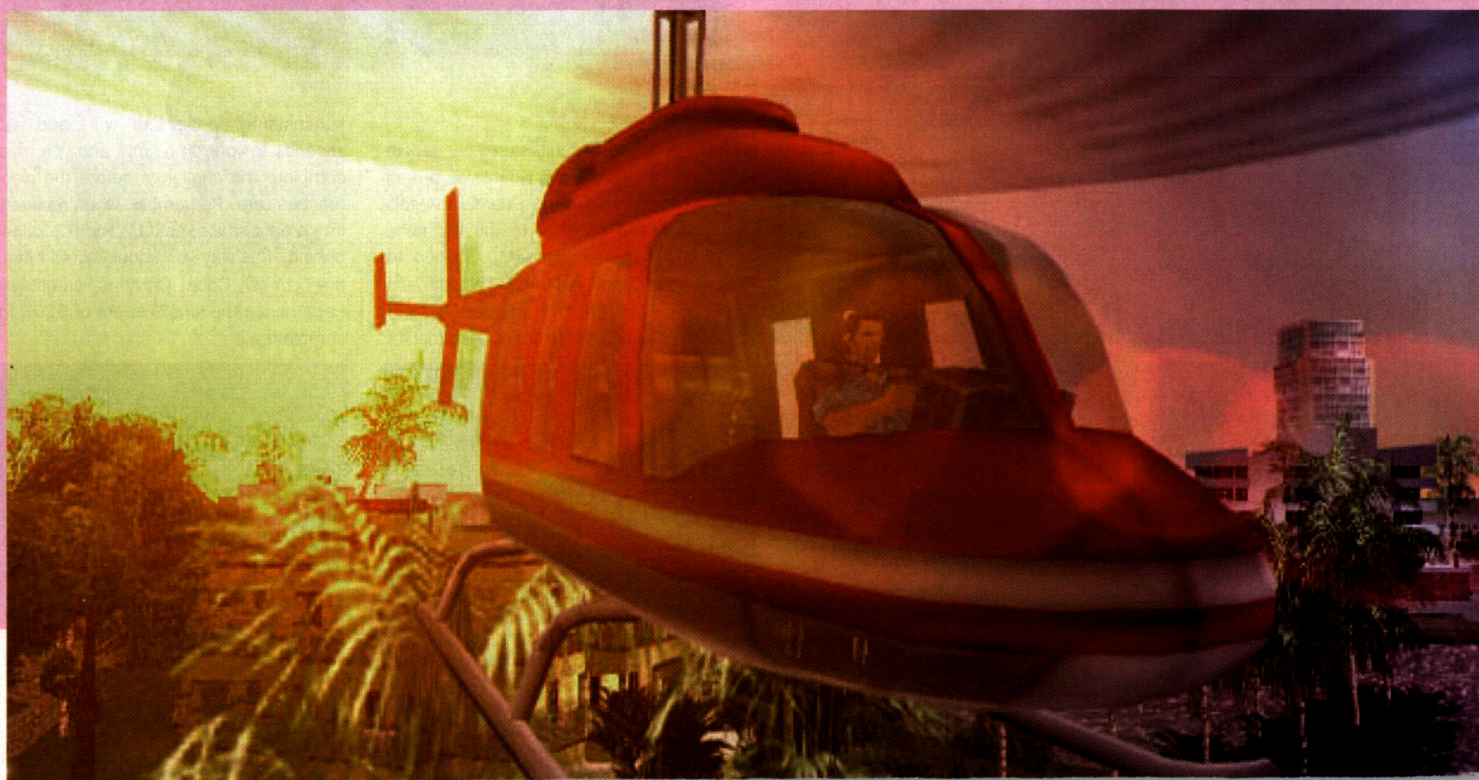
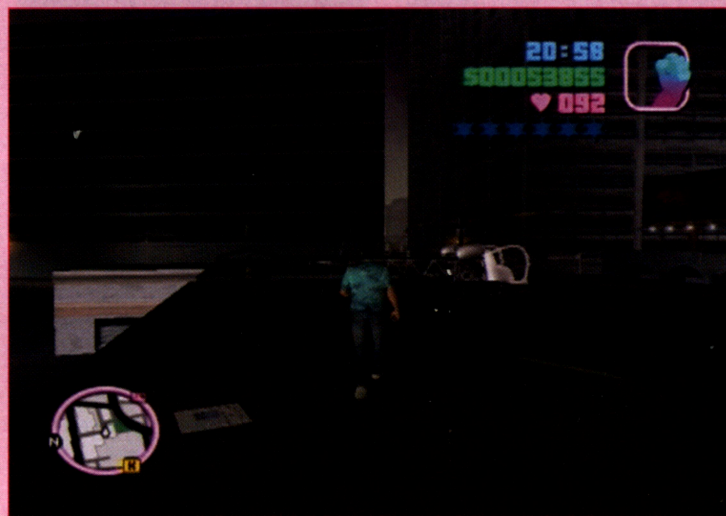
Little Haiti Chopper Checkpoint

Complete the Rub Out mission and the Sparrow chopper will appear on a rooftop in Little Haiti (it's between Kaufman Cabs and the "Life's a Bitch" sign). You can jump up to it using the Unique Jump ramp found in the nearby alleyway, although it's easier to reach it using another helicopter. This is the easiest Chopper Checkpoint and you'll receive \$100 each time you successfully navigate each and every checkpoint.



Downtown Chopper Checkpoint

To access this checkpoint race you have to complete the G-Spotlight mission (it's one of the Film Studio missions). Drive to the office block where you began the G-Spotlight mission (it's situated near the Greasy Chopper cafe) and get in the Sparrow chopper. This the longest and most difficult Chopper Checkpoint, yet you still only receive \$each time you complete it.





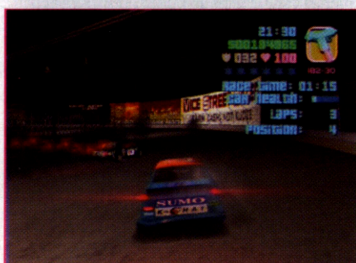
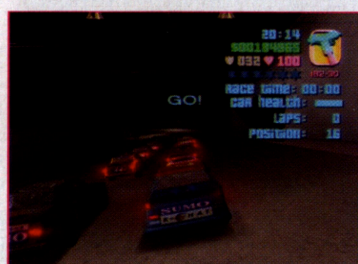
Timed races

Besides the various checkpoint races, there are several timed races where you have to complete a task in a certain amount of time. Successfully finish each race to add to your overall completion rating.

Hotring Arena race

The Hyman Memorial Stadium in the Downtown area opens between 21:00 hours and midnight daily, with a different event taking place each night. In the Hotring race you have to complete 12 laps of an oval circuit while trying to keep your car in one piece! Other drivers will

actively try to smash into you so stick to the outside wall whenever possible. Keep an eye on your Car Health meter – if it gets really low, drive into the pit-stop and wait while your car is repaired. You will be disqualified if your car is destroyed. \$5,000 is the reward for first place, with \$1,500 and \$500 offered for second and third place respectively.



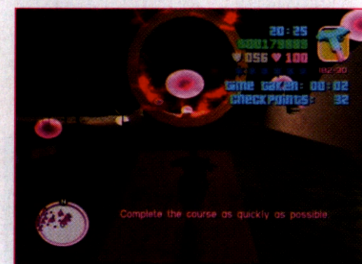
Bloodring Arena race

It's Destruction Derby on the PS2! Jump in a Bloodring Banger and try to survive one minute in the arena against several crazy drivers. Don't try to fight back – just stay well out of the way whenever possible. Besides avoiding other drivers you must earn time bonuses by collecting the yellow checkpoints that appear randomly in the arena. Don't worry if you roll your car because it will automatically right itself, but make sure the Car Health meter doesn't fall too low. You'll get \$1,000 for lasting the full minute, then \$2,000 for two minutes, \$3,000 for three and so on.



Dirtring Arena race

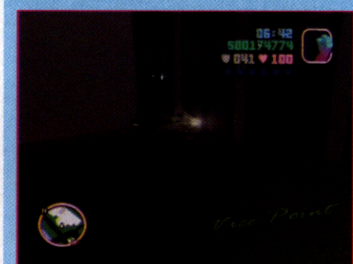
The Dirtring race is slightly different to the other two. An obstacle course has been constructed in the Stadium and you have to ride around it on a Sanchez dirt-bike. The aim is to collect 32 checkpoints in the fastest possible time. It's made difficult because you have to negotiate extremely narrow planks and platforms. Sometimes it's easy to speed towards obstacles and hope your momentum flips you up towards the checkpoint. If you can complete the course in less than five minutes then you'll receive a whopping \$50,000. Do it in under ten minutes and you'll get \$10,000. Anything over ten minutes rewards you with a respectable \$5,000.



PCJ Playground

Situated between the Vice City Police Department and The Malibu Club is a large hotel. Run up the grass verge towards it and you'll see a PCJ 600 parked by the wall (if it's not there, drive around the block a couple of times and it should appear). Jump on this bike to begin the PCJ Playground challenge. The aim is to ride through 24 markers within two minutes, with the time beginning when you collect the first marker.

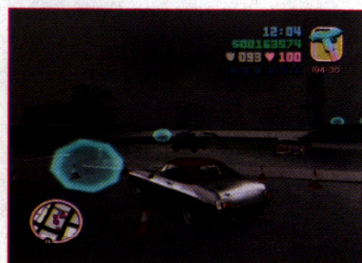
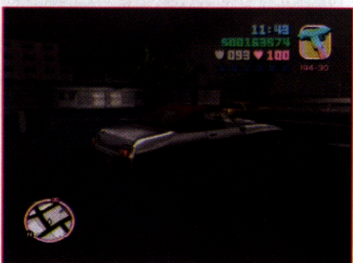
Many of the markers are floating in the air, so you'll need to get up some speed and use the stairs as ramps. The final two markers are particularly tricky, as you need to hit the stairs in the garage at full speed (make sure you get a run up), land on the roof and then jump onto the building in front. It's a good idea to master this particular piece of stunt-work before starting the challenge. You will receive \$1,000 for collecting all 24 markers. Note that if you've completed the Rub Out mission, there will also be a Sparrow helicopter waiting at the finish line. Climb inside to start the Ocean Beach Chopper Checkpoint.



Cone Crazy

Travel to the large multi-storey car park in Ocean Beach (the one where you picked up Lance Vance in the Guardian Angels mission) and drive up to the top floor. Climb inside the parked-up Stallion to begin the Cone Crazy challenge. The aim is to collect the five markers without knocking over a single cone. Each marker

successfully collected will add 12 seconds to your time limit, and you must complete the challenge before the clock reaches zero. Remember, when reversing into a tight space, hold L2 and R2 to look behind. This way you should avoid hitting any cones. Cone Crazy is particularly easy, hence the small reward of \$200 for completing it.



Misc jobs

Think you've finished the game? Well nearly, but there are some miscellaneous odds 'n' sods you need to take care of first. Complete these tasks and you should be close to earning that elusive 100% completion rating!

Stick up the shops

You need to steal cash from nearly all of the local shops. You do this by holding R1 and targeting the guy behind the counter. Watch out for the cops though! Empty the tills at the following locations:

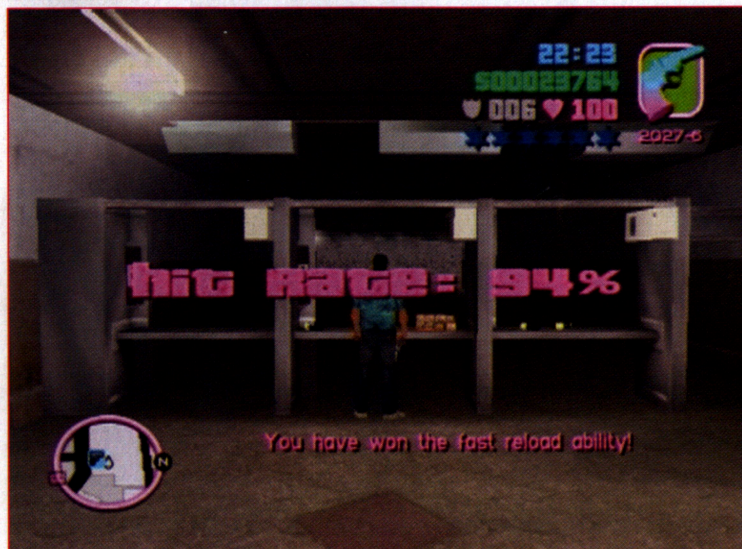


Shop	Location
Bunch of Tools	Washington Beach
Gash Clothes	North Point Mall
Music Store	North Point Mall
Jewellery Store	North Point Mall
Hardware Store	North Point Mall
Corner Shop	Vice Point
Pharmacy	Vice Point
Jewellery Store	Vice Point
Delicatessen	Little Havana
Doughnut Shop	Little Havana
Laundromat	Little Havana
Screw This	Little Havana
Pharmacy	Little Haiti
Jewellery Store	Downtown
Pharmacy	Downtown

Shooting Range

In this miscellaneous mission you get to sharpen up your shooting skills in the company of Phil Cassidy. After completing The Shootist mission, head to his shooting range situated behind the Downtown Ammu-Nation store and step into the pink circle to begin the challenge. The aim is to score over 30 points within the two-minute time limit. You also have a limited amount of ammunition, and you'll usually find yourself out of rounds way before the clock hits zero. The trick, then, is to take your time and aim carefully. Don't go blasting away like mad. Remember, the targets at the back are worth three points so concentrate on these. A useful trick is to destroy the bodies of the front and middle targets but leave the heads, meaning that the targets at the back are unobstructed.

Score over 30 points and you'll get \$500. However, score 45 points or more and you'll unlock the fast reload ability. Tommy will now quickly reload his weapons, allowing you to pump out round after round in record time!



Did you know?

- By switching to the Cinematic view, it is possible to shoot out of the window of any helicopter.



- By holding down R1 when exiting a vehicle, Tommy will leave the door open, allowing for quicker getaways.
- When in the Hunter helicopter, press **○** to fire air-to-ground missiles and hold R1 to fire the machine gun.
- There is a street in the Downtown area that has several parking meters. Hit these with a melee weapon and the money inside will spill out onto the street.
- In the Autocide assassination mission you can acquire three rare vehicles: a silver PCJ 600, a Securicar van and a black Bobcat.
- If you enter the Full Health cheat when in a vehicle, it will repair it for you (the body work will remain damaged though).
- There is a sunken submarine in the water north of Vice Point. See if you can find it.
- In the Martha's Mug Shot mission, Candy Suxxx is driven around in a unique gold Limo. The doors are locked though so you'll need to snipe the driver to get it.
- While you're at it, try and spot a guy with concrete boots at the bottom of the ocean near the Leaf Links Country Club.
- And yes, the prostitute trick from GTA III works in Vice City. Just in case you were wondering.



- When taking part in the Trial By Dirt race, you will be attacked by guys on rare black Sanchez bikes. Steal one and save it in a garage.



Vice City secrets

There are tons of cheats and codes at the back of this supplement, but if you can't live with yourself as a cheating monkey then use these in-game glitches to make life in Vice City a little easier – or more fun at least. Think of it as bending the rules slightly.

Armoured Admiral

This is more of a glitch in the game than a cheat, but you can get hold of an indestructible Admiral. First you need to purchase a property with a garage (so you can save this car to your memory card). The cheapest such property is Links View Apartments which will set you back \$6,000. When you've got the gaff, start the Guardian Angels mission and wait for Ricardo Diaz to arrive in his Admiral. Then you need to fail the mission on purpose (simply shoot one of the guys you are supposed to be protecting). Diaz's car will now be unlocked and you can go and store it in your garage.

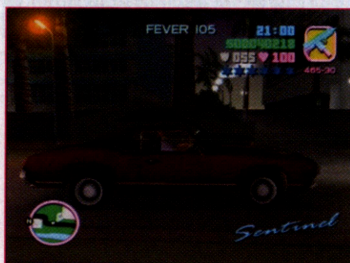


This car is impervious to damage, making it very useful in some of the later missions. The only way you can destroy the car is by rolling it onto its roof.



Super Sabre Turbo

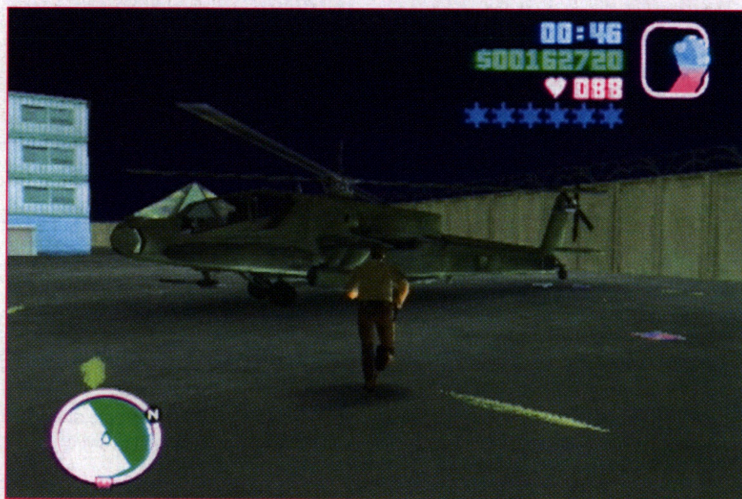
To get your hands on an indestructible Sabre Turbo, first purchase The Malibu Club and then attempt The Driver mission. Instead of taking part in the race, wait by the club until Hillary completes the circuit. When he crosses the finish line, he'll lock his car and disappear. To unlock it, use another vehicle to push the car to one of your garages. When it's inside, the garage door will close and the car will be unlocked.



Hunt and Gather

By collecting all 100 hidden packages you'll unlock the Hunter attack helicopter. However, you can get hold of this serious piece of kit without collecting a single package. You see, a Hunter can be found at the Fort Baxter Air Base and all you need to do is go in and nick it! It's not that simple though, because the soldiers will blast you to bits if you attempt to infil-

trate the base wearing civilian clothes. What you need to do is complete the No Escape? mission and then go and grab the Police Uniform from the locker room in the Washington Beach Police Department. The soldiers won't bat an eyelid as you enter the base, allowing you to stroll right up to the Hunter and fly it away! And once inside, press R3 to activate the secret Brown Thunder mission.



Ghost town returns

The so-called ghost town from GTA 3 returns to haunt Vice City. To make this trick work, you first need to steal a Golf Caddy. You can grab one from the Leaf Links Country Club or use the Summon Caddy cheat (see the codes sections at the back of this supplement). When you've got the vehicle, go to the North Point Mall and drive through the mall entrance. To get through the inside doors, you need to keep driving into them at an angle. Once inside, the mall will look empty and distorted. Park the Caddy inside and then run back to the entrance. This will make the real mall appear, but the Caddy will still be parked inside. Drive back outside and you'll be in a strange bluish ghost world. You can see vehicles and people walking around but that's about it. Weird.



Rhino to go

There are several ways of acquiring a Rhino tank. One will appear at Fort Baxter Air Base after you've collected 90 hidden packages. Alternatively, you can go around town raising hell until you have a six-star wanted rating. The army will then use Rhino tanks and if you're lucky, you'll be able to steal one. The third way is a lot sneakier.

For this to work you need to buy Links View Apartments (\$6,000) or Elswanko Casa (\$8,000) in Vice City before you begin the Sir, Yes Sir mission. When you have the Rhino tank, drive it to your garage instead of the Colonel's lockup. The tank is set to detonate, so you need to be quick. To get a speed boost, turn the turret behind you and keep firing. When you get to your property, park the tank in your garage and stand well back. You'll hear the tank explode inside, but when you open the garage it will be in fine, working condition. Save your game and the Rhino is yours to keep.



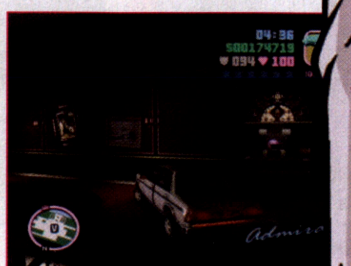
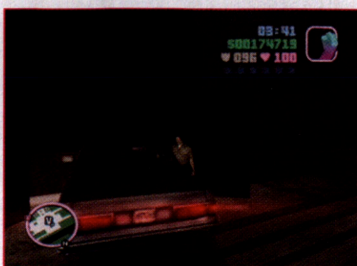
Enter restricted areas

As in the previous GTA games, certain areas can only be accessed after completing certain missions. In Vice City, you can only access Starfish Island after completing the Guardian Angels mission, and the complete map doesn't open up until you've completed Phnom Penh '86. There are ways of entering these areas beforehand without using cheats. If you stand on the bridge to Prawn Island you'll see boats passing beneath. With some careful timing you can drop down onto a boat. Press 



Carpet burnout

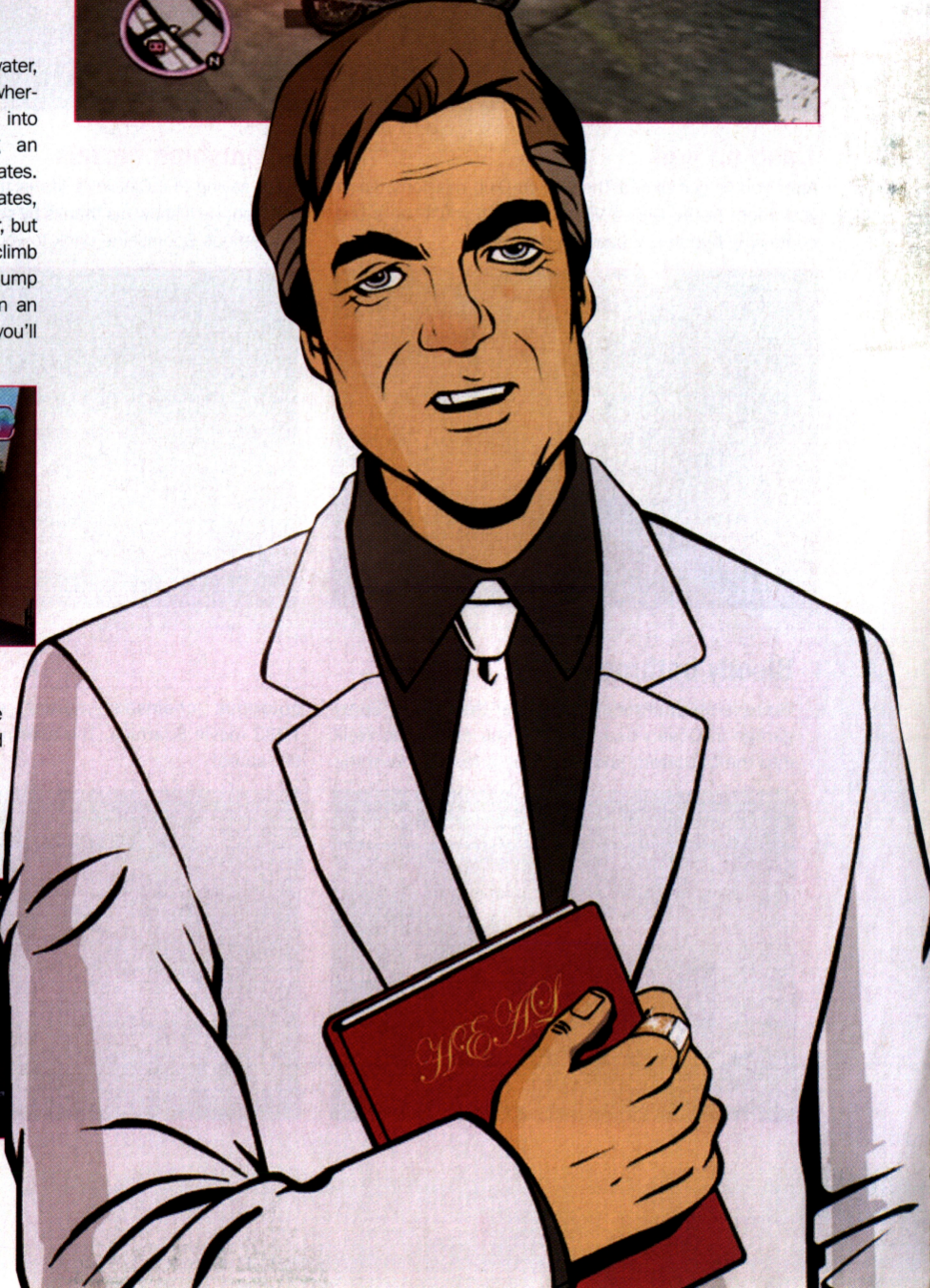
It is possible to drive vehicles around your mansion. Usually, if you drive through the front doors the vehicle will disappear when you get inside. But by parking outside and pushing the car through the doors, it will still be there when you get inside. Alternatively you can drive the vehicle up to the doors and bail just outside. This will cause it to roll into the mansion. It's probably better to do this with a bike because you'll be able to ride through the corridors and even do some wild jumps off the mansion roof!



Motorbike morph

Bikes are cool but they're very easy to crash and fall off. Using this glitch you can make sure you never fall off a bike again! The trick is to drive up to a clothes icon and park your bike on it. Now get off the bike and quickly get back on it again as the screen begin to fade. If you've

done it correctly, Tommy will be morphed into the bike. It may look bizarre, but it is now impossible to fall off and take damage. It's a good idea to perform this trick before attempting any Unique Jumps. To return to the normal riding position, simply press the  button.



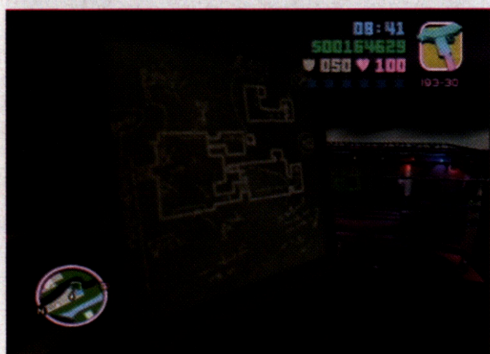


Fun stuff

We've been driving around Vice City taking snaps of all the fun stuff on show. Secret items, easter eggs, GTA 3 references and more! Here are some of the best things we've found.

Bank map

During The Malibu Club missions, enter the club and go into the room upstairs. Take a closer look at the blackboard and you'll see that someone has drawn an accurate plan view of the Vice City Bank in chalk.



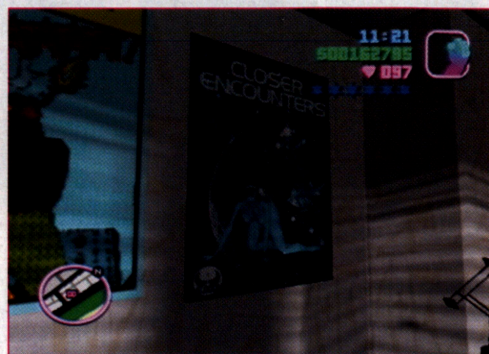
Hockey mask

Besides the money in Tommy's hotel room, there is the hockey mask that he used as a disguise. Take a look at the magazines on the table too. Talk about a piss-take!



Closer Encounters

Complete the Film Studio missions and this poster will appear in Tommy's hotel room. We're convinced Steven Spielberg would be impressed.



Cash on bed

After you've completed The Malibu Club missions, go to your room at the Ocean View Hotel and you'll see a bag containing bundles of cash on the bed.



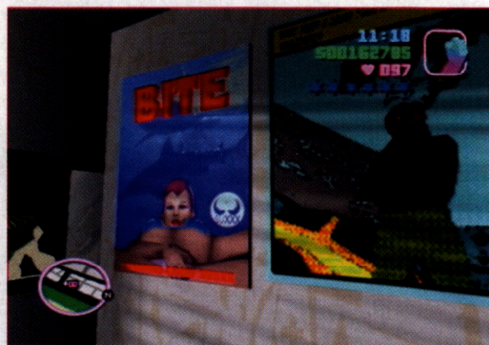
Boomshine barrels

After saving Phil Cassidy's life in the Boomshine Saigon mission, he'll show his thanks by sending three barrels of his famous Boomshine drink to your hotel room.



Bite!

This poster is also pasted on Tommy's wall. It's the film Steve Scott was directing when Tommy took over the film studio.



Bloody bathroom

There is an apartment block near the Pay 'N' Spray garage in Ocean Beach, which you can enter. Walk into the bathroom and you'll see a recreation of the

notorious chainsaw murder scene from the 1983 movie Scarface. The apartment decor is even the same!





Paper targets

Once you've completed the Shooting Gallery side mission in the Downtown Ammu-Nation store, a couple of paper targets will appear on a table in Tommy's office.



Easter egg

There is an actually chocolate Easter egg hidden in Vice City. Jump in a helicopter and land on the roof of the Vice City News building (it's between the Little



Havana and Downtown areas). Face the tall building next door and jump through the nearest window. You'll appear in a secret room containing the chocolate egg.



Toy helicopter

Complete Avery Carrington's Demolition Man mission and a radio-controlled helicopter box can be found inside the bar lounge in Tommy's mansion.



GTA 3 cameos

There is a shop in Ocean Beach (near The Pole Position Club) called Rockstar Video Games. Look in the window and you'll see pictures of popular characters from GTA 3.



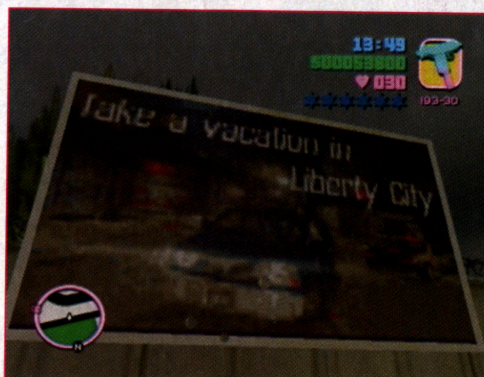
GTA 3 poster

Again in Tommy's hotel room, there is a poster on the wall that is clearly taken from a famous GTA 3 screenshot. This appears right at the start of the game.



Liberty City advert

This advertisement for Liberty City can be found just outside the Fort Baxter Air Base. Crime, corruption – what an ideal place for a vacation!



Pogo the Monkey

Remember the Pogo The Monkey advertisement? Go inside the Kaufman Cabs building and you'll see a Pogo the Monkey arcade game. It's a shame you can't play it!





Cheat codes

Like its predecessor, Vice City is absolutely loaded with top cheats! All of these codes should be entered during play. Despite what some magazines and Web sites have been reporting, it is possible to use cheats and still complete the game 100%. However, note that some of the wackier cheats can't be turned off so don't save your game with them activated!

General codes

All weapons cheat 1

Unlock the main weapons in the games by entering R1, R2, L1, R2, ↵, ↵, ↵, ↵, ↵, ↵, ↵.

All weapons cheat 2

Unlock several special weapons by entering R1, R2, L1, R2, ↵, ↵, ↵, ↵, ↵, ↵, ↵.

All weapons cheat 3

Unlock more special weapons by entering R1, R2, L1, R2, ↵, ↵, ↵, ↵, ↵, ↵, ↵.

Full armor

To Receive 100 body armor, tap in R1, R2, L1, ⊙, ↵, ↵, ↵, ↵, ↵, ↵, ↵.



Full health

If you need a health boost, enter R1, R2, L1, ⊙, ↵, ↵, ↵, ↵, ↵, ↵, ↵.

Increased wanted level

Fancy an increased challenge? Enter R1, R1, 0, R2, ↵, ↵, ↵, ↵, ↵, ↵.

Display media level meter

View your media level meter onscreen by entering R2, ⊙, ↵, L1, ↵, R1, ↵, ↵, ⊙, ⊙.



No wanted level

Very useful – keep the cops off your back by entering R1, R1, ⊙, R2, ↵, ↵, ↵, ↵, ↵, ↵.



Fun codes

Cars drive on water

Take to the water in any car by entering ↵, R2, ⊙, R1, L2, ⊙, R1, R2.



Fast clock

Speed up time by entering ⊙, ⊙, L1, ⊙, L1, ⊙, ⊙, ⊙, L1, ⊙, ⊙, ⊙.

Slow motion mode

Play the game in ultra slow motion by entering ⊙, ↵, ↵, ↵, ⊙, R2, R1.

Crazy drivers

Stir up some road rage by entering R2, ⊙, R1, L2, ↵, R1, L1, R2, L2.

Pedestrians riot

Start mass street brawls by entering ↵, ↵, ↵, ⊙, R2, R1, L2, L1.

Pedestrians dislike you

Become public enemy no.1 by tapping in ↵, ↵, ↵, ↵, ⊙, R2, R1, L2, L2.

Armed pedestrians

Pedestrians carry weapons when you enter R2, R1, ⊙, ⊙, ⊙, ⊙, ↵, ↵.

Exploding vehicles

Blow up all nearby vehicles by entering R2, L2, R1, L1, L2, R2, ⊙, ⊙, ⊙, ⊙, L2, L1.

Pink vehicles

Turn all vehicles pink by entering ⊙, L1, ↵, L2, L, ⊙, R1, L1, ↵, ⊙.

Black vehicles

Turn all vehicles black by entering ⊙, L2, ↵, R1, ↵, ⊙, R1, L1, ↵, ⊙.

Sensitive handling

Make vehicles much more responsive by entering ⊙, R1, R1, ↵, R1, L1, R2, L1.

Change wheel size

Make wheels bigger or smaller (depending on the vehicle) by entering R1, ⊙, ⊙, ↵, R2, ⊙, ↵, ↵, ⊙.

Ladies man

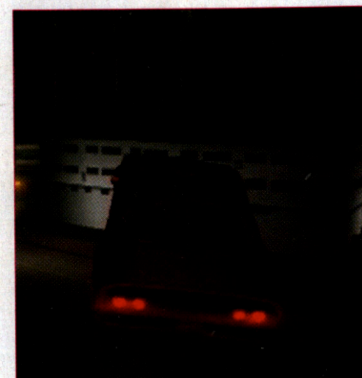
Have women follow you around by tapping in ⊙, ⊙, L1, L1, R2, ⊙, ⊙, ⊙, ⊙.

Drop dead

Not the most useful cheat, but you can make Tommy commit suicide by entering ↵, L2, ↵, R1, ↵, ↵, R1, L1, L2, L1.

Flying vehicle

Take to the air in any vehicle by entering ↵, R2, ⊙, R1, L2, ↵, L1, R1.



Vehicle codes

Summon a Golf Caddy

○, L1, ↑, R1, L2, ⊗, R1, L1, ○, ⊗



Summon a Bloodring Banger 1

↓, R1, ○, L2, L2, ⊗, R1, L1, ⇐, ⇐

Summon a Bloodring Banger 2

↑, ⇐, ⇐, L1, ⇐, ↑, ⊗, L2

Summon a Hearse

↓, R2, ↓, R1, L2, ⇐, R1, L1, ⇐, ⇐

Summon a Hotring Racer 1

R1, ○, R2, ⇐, L1, L2, ⊗, ⊗, ⊗, R1

Summon a Hotring Racer 2

R2, L1, ○, ⇐, L1, R1, ⇐, ↑, ○, R2

Summon a Love Fist Limo

R2, ↑, L2, ⇐, ⇐, R1, L1, ○, ⇐

Summon a Sabre Turbo

⇐, L2, ↓, L2, L2, ⊗, R1, L1, ○, ⇐

Summon a Trashmaster

○, R1, ○, R1, ⇐, ⇐, R1, L1, ○, ⇐

Summon a Rhino Tank

○, ○, L1, ○, ○, ○, L1, L2, R1, △, ○, △



Character codes

Play As Ricardo Diaz

L1, L2, R1, R2, ↓, L1, R2, L2



Play As Lance Vance

○, L2, L, ⊗, R1, L1, ⊗, L1

Play As Ken Rosenberg

⇐, L1, ↑, L2, L1, ⇐, R1, L1, ⊗, R1

Play As Hilary King

R1, ○, R2, L1, ⇐, R1, L1, ⊗, R2

Play As Love Fist Guy 1

↓, L1, ↓, L2, ⇐, ⊗, R1, L1, ⊗, ⊗

Play As Love Fist Guy 2

R1, L2, R2, L1, ⇐, R2, ⇐, ⊗, ⊗, L1

Play As Phil Cassidy

⇐, R1, ↑, R2, L1, ⇐, R1, L1, ⇐, ○

Play As Sonny Forelli

○, L1, ○, L2, ⇐, ⊗, R1, L1, ⊗, ⊗

Play As Mercedes

R2, L1, ↑, L1, ⇐, R1, ⇐, ↑, ○, △

Play As Candy Suxxx

○, R2, ↓, R1, ⇐, ⇐, R1, L1, ⊗, L2



Weather codes

Sunny weather

R2, ⊗, L1, L1, L2, L2, L2, ↓

Cloudy weather

R2, ⊗, L1, L1, L2, L2, L2, △

Overcast weather

R2, ⊗, L1, L1, L2, L2, L2, ⊗

Stormy weather

R2, ⊗, L1, L1, L2, L2, L2, ○

Foggy weather

R2, ⊗, L1, L1, L2, L2, L2, ⊗



